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MONSTERS ON THE LOOSE!

Get ready to roam, rage and rampage your way through cities of the world destroying all in your path. George, Lizzie and Ralph are back along with 27 new monsters that you can collect and play as. Wander through 30 neighborhoods trashing everything in sight as you uncover hidden monsters and power-ups.

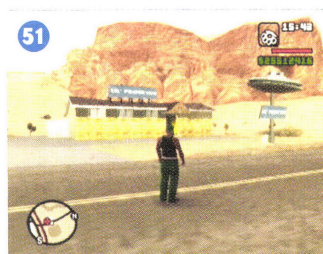
MIDWAY

PlayStation 2



Violence

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ON THE COVER:

Rampage: Total Destruction

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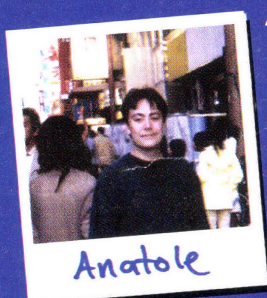
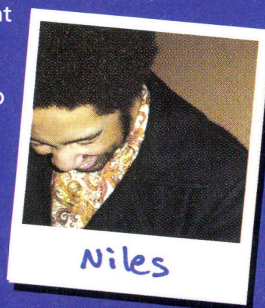
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Letter from the Editors

As we mentioned last month, we're tweaking our formula a little bit, implementing some changes that we think will make *TIPS & TRICKS* a better magazine all around. We'll be starting up some new features, making changes to existing features and maybe even bringing back some older features, while giving a lot of thought to the reasons why certain things could be improved. However, some changes are not planned and are not necessarily ours to control.

Case in point: Associate editor Josh Engel has chosen to move on from his position at *TIPS & TRICKS* to take off on a totally different career path that has nothing to do with video games or magazines. We wish him the best with his new gig...and his new baby boy! You won't miss him too much, though, because he's still going to be writing our monthly *Sports Desk* column. (It's funny... people don't often leave *TIPS & TRICKS*, but when they do, they still want to work for us!) Meanwhile, Josh's in-house replacement is Niles Livingston III, a skilled game player and writer whose name you will find in the credits of such games as *Spider-Man*, *X-Men: Next Dimension* and *Star Trek: Bridge Commander*. Give him a warm welcome, won't you?



Another VIP who left the *TIPS & TRICKS* offices but is still an extremely valuable contributor to the magazine is former executive editor Anatole Brown. Our pal Anatole moved to the east coast at the end of 2005 and is also a new dad—it's a girl. (We don't know what caused The Great *TIPS & TRICKS* Baby Epidemic of 2006, but you can be sure that the rest of us are staying away from the drinking fountain, just to be on the safe side.) Fortunately, Anatole has been much more prolific as a freelance writer than he ever was when he shared our office space; you'll find the second half of his massive *Kingdom Hearts II* strategy guide in the pages that follow, along with a very special edition of his monthly *Japan Report* column (check the volume number at the top of page 62).

In case you're the impatient type and you didn't bother to glance at the table of contents: Don't miss the second installment of *Video-Game Comics* (our look at game-to-comic and comic-to-game crossovers) and the debut of Pat Reynolds' new Mega Man column, *Mega Mania*. If you own a copy of *Mega Man: Powered Up* and can get to a compatible wireless hotspot, you've got to download Pat's custom Construction Mode stage ("Cutman Panic!") and give it a try. You'll recognize right away that Pat put a lot more thought into his work than most of the folks who have contributed custom stages for download. If we had any brains, we'd make Pat write under a pseudonym; it might help to keep him from being hired away by headhunters from Capcom who are looking for the next great level designer.

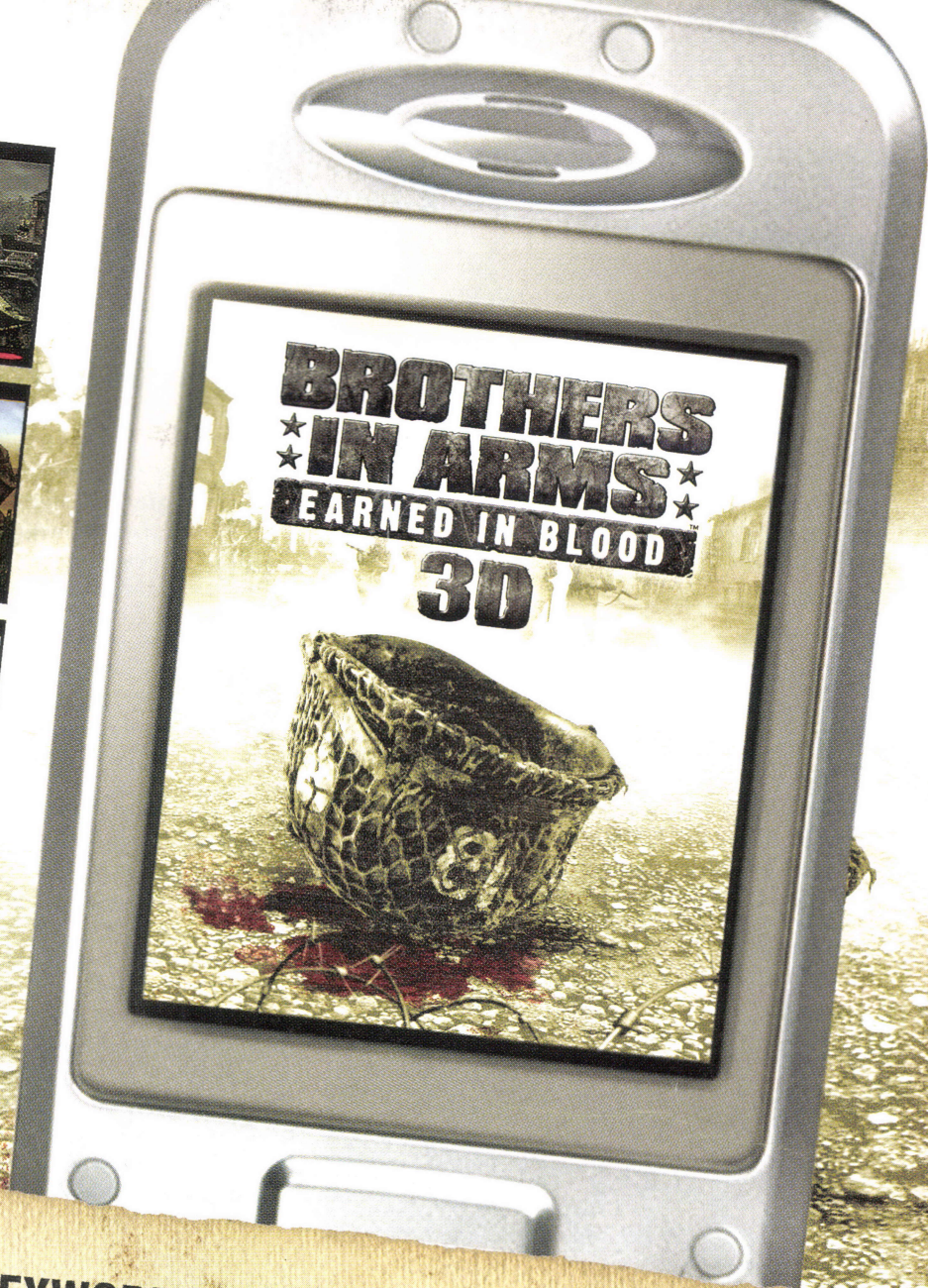
Finally, if you're a fan of our *Mystery Codes* section, you'll be interested to learn that we are now offering a choice of prizes for the first reader to solve the mystery of each code (see page 98 for details). We really want to know what these codes do, so help us out!

—The Editors

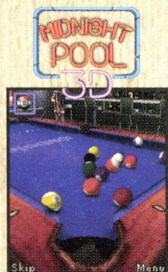
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TAKING THE CONSEQUENCES IS EVEN HARDER**



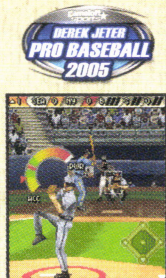
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BASIC STRATEGY

Each city in *Rampage: Total Destruction* consists of several blocks, and your primary goal in each block is to destroy all of the buildings. You'll also have a challenge goal; these range from finding a certain number of hidden items to devouring specific pedestrians in large quantities. Completing these challenges will give your monster power-ups.

Your giant monster has access to a good variety of attacks. You'll want to read the manual to learn about all of them, but here are some that you'll want to master early and use often in order to succeed.

CLIMBING



What good is a city-smashing monster if it can't climb around on the buildings? This will be your main form of movement in the game, as you'll be scaling walls, punching and kicking away, to bring the buildings

crumbling down. You'll even cause damage to buildings by pushing off of them to launch your massive monster body into the air, or by jumping into them and grabbing hold to begin climbing!

JUMP KICK

By jumping straight up and jamming on the Kick button, you can repeatedly jump-kick the side of a building as you fall, rapidly damaging large sections of it. Monsters with better jumping ability, obviously, are going to make better use of this trick than those who can't jump well.



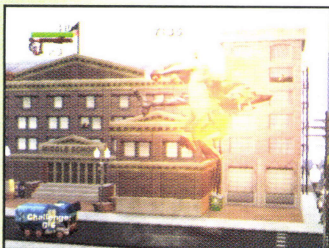
ROOFTOP RAMPAGE



Repeatedly jumping on the rooftops of buildings causes massive damage to the entire structure. Smaller buildings of just a few stories will collapse entirely after just a few crushing jumps!

JUMPING PUNCH

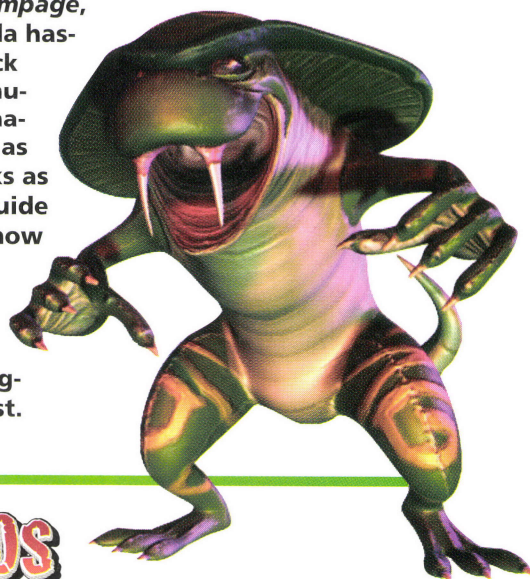
There are a lot of flying hazards in the game, mainly in the form of helicopters. To easily and quickly eliminate these enemies, stand beneath them and press **Up + Punch** to perform the jumping punch attack. Instantly decimated chopper!



RAMPAGE TOTAL DESTRUCTION

STRATEGY GUIDE BY
PAT REYNOLDS

The now-classic arcade hit *Rampage* took the "giant monster" theme and boiled it down to its base elements. The monsters (ape, lizard and wolf) scaled buildings and brought them down, broke open walls to reveal hidden goodies or grabbed and scarfed down helpless pedestrians on the streets, all while fending off the pestering attacks of the police and national guard. *Rampage: Total Destruction* takes that premise and raises the bar. It gives you more monsters to choose from, with new attacks and special abilities, and enhanced 3-D interaction. Despite the modern trappings, the game is still *Rampage*, and your agenda hasn't changed: Pick your favorite mutated freak of nature and wreck as many city blocks as you can! This guide will show you how to unlock all of the monsters and give you tips for surviving as a building-destroying beast.



HAZARDS

Let's face it—life as a giant monster in the middle of a hostile city isn't gonna be easy. There seems to be no end to the number of enemies and other hazards you'll want to watch out for as you wreak havoc through the streets. Here are some of the major ones and the best ways of dealing with them to avoid getting damaged.

FALLING BUILDINGS



Although your goal in this game is to knock down all of the buildings, they can put the hurt on you as well! Watch the base of the building you're working on closely—when you see the dust clouds start billowing, it's time to haul monster butt off of there! If you're still standing on or clinging to a building as it begins to fall, you'll be knocked flat onto the ground below and take a considerable amount of damage. Be sure to jump to safety before this can happen.

HAZARDS continued

MILITARY VEHICLES



You'll always have police, SWAT troopers, army soldiers and even civilians with handguns shooting at you. Their attacks are like mosquito bites; in fact, these enemies make tasty—and health-restoring—snacks. It's the heavy equipment you'll want to watch out for, the attack helicopters and tanks that

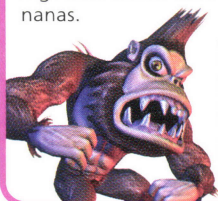
the army sends in when it's ready to stop messing around and take care of that giant monster problem for good. To dispatch helicopters, stand below them and use your jump punch—they're fragile and will drop in a single hit. Tanks are sturdier, and require you to punch them several times before exploding. Try to jump from side to side to avoid getting hit by their cannons as you attack.

THE MONSTERS

In the *Rampage* series, the monsters are the stars. You'll begin the game with only a small stable of selectable creatures, but more will become unlocked as you play through the campaign mode storyline. This section will give you some information about each monster and show you how to unlock them all. You'll find the hidden monsters inside buildings that you bring down in certain cities, as detailed in each monster's description below. Some of the monsters will be unlocked no matter who you're playing, but others require that you use a specific creature to unlock them.

GEORGE

One of the original *Rampage* monsters, George is the King Kong type—a big ape with a slightly better than normal climbing speed. He also benefits from gaining more health from bananas.



Type	Ape
Crush	50
Jump	60
Run	50
Unlock Method	Available at Start

RALPH

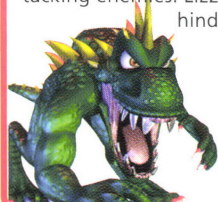
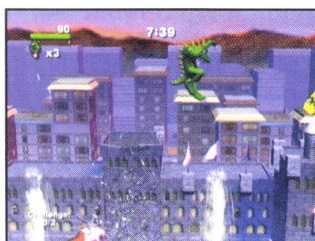
Ralph is a larger than normal werewolf with no real special abilities to speak of. He's among the more powerful of the starting lineup of monsters with a higher than average Crush rating.



Type	Wolf
Crush	60
Jump	50
Run	55
Unlock Method	Available at Start

LIZZIE

Lizzie follows the long tradition of giant reptilian city-wreckers. She's the fastest monster in the game, which lets her get from building to building quickly and helps her to avoid hazards and attacking enemies. Lizzie isn't hindered by water.



Type	Dinosaur
Crush	50
Jump	45
Run	85
Unlock Method	Available at Start

RAMSEY

Ramsey trades jumping skill for a higher damage-causing ability, letting him take down buildings fast. He's also faster than normal, but doesn't have any special abilities.



Type	Ram
Crush	65
Jump	30
Run	60
Unlock Method	Available at Start

ELECTRICAL SIGNS AND BUILDING HAZARDS



When you see a neon sign on the side of a building, switch to the other side to avoid sudden electrocution. A couple of the monsters aren't hindered by electricity damage, but the majority of them don't like getting zapped, and since the signs are easily avoided, they don't pose too much

of a threat. You'll also want to watch out for the items that appear in windows as you bash the buildings. Many of these are beneficial, but there are also a lot of hazards, like chili peppers, skulls, poisons and other stuff that most monsters do not want to eat.

HOLY PEOPLE

While you can safely eat most of the people you come across in the game, there are a handful of them that have been blessed by a higher power. You'll know them by the glowing halos above their heads. Eating one of these people earns you the wrath of the heavens, as a powerful lightning storm will strike you down. Give these blessed people a wide berth as you continue your monstrous crusade of destruction.



Challenge 4/6

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GILMAN

A solid but average monster in all categories. Being a fish, Gilman is not hampered by any water hazards he might encounter during his rampage.



Type	Blowfish
Crush	50
Jump	50
Run	50
Unlock Method	Available at Start

RHETT

Rhett the giant rat falls into the bottom tier of damage-dealers in the game. However, he's above average with jumping and speed, giving him excellent maneuverability.



Type	Rat
Crush	30
Jump	75
Run	75
Unlock Method	Available at Start

CAL

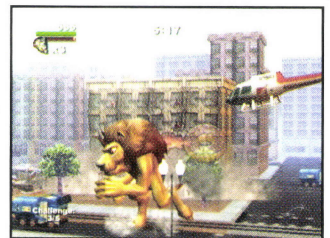
Aside from being the first unconventional monster in the game (where the others are standard bipedal creatures, Cal is an overgrown squid), Cal really doesn't do anything well. In fact, he's average or below average in all categories.



Type	Squid
Crush	50
Jump	45
Run	40
Unlock Method	Found in Hollywood

LEON

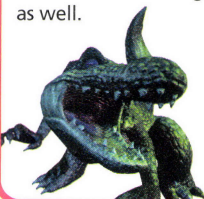
This king of the beasts is slightly above average in speed, but strictly middle-of-the-pack in the other areas. However, as befits his lineage, Leon has a powerful roar attack that uses less range than normal.



Type	Lion
Crush	50
Jump	50
Run	60
Unlock Method	Found in Las Vegas

CROCK

Crock excels at causing huge amounts of damage. His powerful punches and kicks will bring down buildings in no time. Crock is very slow-moving, though, and he suffers from a slow climbing speed as well.



Type	Crocodile
Crush	75
Jump	50
Run	35
Unlock Method	Found in Hong

KYLE

Kyle the Cyclops is one of the most powerful monsters in the game. He even moves his enormous bulk around at a decent speed, although his ability to jump is far below average.



Type	Cyclops
Crush	85
Jump	20
Run	55
Unlock Method	Found in London

MARCO

Like *Saturday Night Live's* classic Land Shark character, Marco is a Shark with legs who can terrorize entire cities! Marco has lower than normal health (maybe because he's out of the water), but he gains

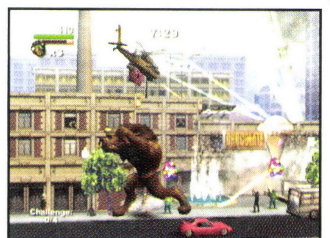
more health back from eating people than the other monsters do.



Type	Shark
Crush	50
Jump	35
Run	50
Unlock Method	Found in San Francisco

ROJO

This giant bull has a good damage rating but is slightly below average at jumping. Rojo's got a nice special ability, though—as he moves along the ground, his run increases to a fast charging speed. Hit the Punch button near a building to deliver a powerful ramming attack.



Type	Bull
Crush	60
Jump	40
Run	45
Unlock Method	Found in Chicago

ICKY

Icky's high speed makes it easy to get around each area, but he's only average when it comes to dishing out the damage. However, unlike the other monsters in the game, Icky doesn't mind eating those cockroaches that appear in some building windows, which might be how he got his name.



Type	Echidna
Crush	50
Jump	50
Run	70
Unlock Method	Found in London while playing as Kyle, Wally, Shelby, Rocky or Jill

VENUS

Reminiscent of the people-eating flytrap from *Little Shop of Horrors*, Venus is a pretty average monster with extremely low movement speed. However, Venus is highly resistant to all hazards except for fire.



Type	Plant
Crush	50
Jump	45
Run	20
Unlock Method	Found in Hong Kong while playing as Ralph, Leon, Croc, Rojo, Harry, Kingston, Bart or Jack

WALLY

Wally has above average health and powerful attacks, but his jumping and movement are below average.



Type	Warthog
Crush	60
Jump	40
Run	40
Unlock Method	Found in New York while playing as Ramsey, Rhett, Kyle, Marco, Icky, Natalie or Nick

HARRY

Any self-respecting video game based around rampaging monsters needs to have a yeti. Midway scores points for naming this particular yeti after the star of the *Harry and the Hendersons* movie and TV show. Harry is a fast mover, especially when scaling buildings—his innate special ability lets him climb sheer walls at a quick pace.



Type	Yeti
Crush	50
Jump	60
Run	65
Unlock Method	Found in Chicago playing as Ramsey, Gilman, Leon, Marco, Venus, Amanda, Joe or Nick

SHELBY

Perhaps because of her protective shell, Shelby the turtle has more health than most of the other monsters. Of course, carrying around that same shell slows her down considerably—as you might expect, Shelby is the slowest monster in the game.



Type	Tortoise
Crush	50
Jump	45
Run	10
Unlock Method	Found in San Francisco while playing as George, Lizzie, Cal, Croc, Harry, Kingston or Edwin

AMANDA

Like Shelby, Amanda has more health than most of the other monsters, thanks to her armadillo shell.



Type	Armadillo
Crush	50
Jump	40
Run	50
Unlock Method	Found in Hollywood while playing as Lizzie, Rhett, Cal, Kyle, Rojo, Wally or Jill

KINGSTON

As befits his venomous nature, Kingston can happily chow down on any items that would normally be poisonous to the other monsters. He's also a fast-mover with one of the highest run speeds in the game.



Type	King Cobra
Crush	50
Jump	50
Run	75
Unlock Method	Found in Las Vegas while playing as Lizzie, Gilman, Leon, Kyle, Icky, Wally, Natalie or Edwin

NATALIE

Natalie is a Nautilus, an uncommon creature of the oceans that is similar to the octopus or squid, but has more tentacles than either of those mollusks. The tentacles give her slightly higher than normal attack power, although her jumping is below average.



Type	Nautilus
Crush	60
Jump	40
Run	50
Unlock Method	Found in San Francisco while playing as Gilman, Rhett, Croc, Marco, Shelby, Rocky or Bart

ROCKY

A lava monster from the molten core of the earth, Rocky packs a serious punch but is pretty slow-moving compared to other monsters. However, his volcanic rock exterior keeps him safe from any fire hazards he might encounter.



Type	Granite
Crush	60
Jump	50
Run	30
Unlock Method	Found in New York while playing as George, Ralph, Cal, Kyle, Rojo, Venus, Amanda or Joe

EDWIN

Edwin is not from this earth, and he's pretty angry about it. He gains rage at a much higher rate than the other monsters, letting him use special attacks more often. Couple that with his high jump and run ratings, and you've got a monster that can make short work of a city block.



Type	Invader
Crush	50
Jump	75
Run	75
Unlock Method	Found in London while playing as Kyle, Wally or Amanda

JOE

Joe is pretty normal as the monsters in the game go, although his roar attack uses more rage than usual. He's fairly fast-moving and hits hard, and he doesn't really have any drawbacks, making him a good all-around choice.



Type	Wildman
Crush	60
Jump	50
Run	60
Unlock Method	Found in New York while playing as Rojo, Icky or Natalie

BART

From the looks of Bart's stats, you'd think he's a very average monster with low attack power. You'd be right, except that Bart has an ability that is unique among the game's stable of creatures: His double jump lets him flap his wings to gain additional height. This makes Bart a fantastic choice for taking on those high-flying bosses, including the last (and most challenging) one.



Type	Bat
Crush	30
Jump	50
Run	50
Unlock Method	Found in Hollywood while playing as Shelby or Kingston

JACK

Although he suffers from a low attack rating, Jack can get around—he's got very high jumping and speed abilities. Use this to your advantage to evade the attacking enemy, dominate their forces and bring their cities to the ground!



Type	Jackalope
Crush	30
Jump	75
Run	80
Unlock Method	Found in Las Vegas while playing as Venus or Harry

JILL

Jellyfish are known for emitting low-grade electrical currents. Thanks to this, Jill takes very little damage from electrical hazards. She's also one of the fastest monsters in the game, although not very powerful.



Type	Jellyfish
Crush	30
Jump	50
Run	75
Unlock Method	Found in Hong Kong while playing as Shelby or Amanda

NICK

Being a demon, Nick takes no damage from fire hazards. Aside from this ability and pretty good speed, he's not very remarkable.



Type	Demon
Crush	50
Jump	60
Run	65
Unlock Method	Found in Chicago while playing as Harry or Rocky

PHILBERT

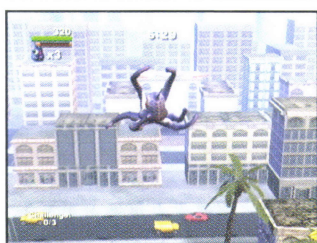
Although he's weak and below average in both speed and jumping ability, Philbert gains rage very quickly, which gives him an advantage over other monsters.



Type	Ungulate
Crush	30
Jump	40
Run	40
Unlock Method	Get all stars for points

EYEGORE

Eyegore is reminiscent of the one-eyed aliens from *The Simpsons*. He's second only to Bart the bat when it comes to jumping ability—his double jump lets him soar high into the sky.



Type	Alien
Crush	50
Jump	100
Run	50
Unlock Method	Complete all challenges

BUBBA

Bubba is the most powerful monster in the game. His fat body also makes it impossible for the enemy to knock him down.



Type	Blob
Crush	100
Jump	50
Run	30
Unlock Method	Earn all stars in all stages

THE BOSSES

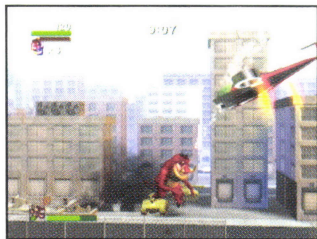
After laying waste to every block in a city, you'll have to face off against a boss vehicle of some sort. These vehicles tend to use attacks that are much more effective against your giant mutated monster than the pitiful attacks of the local law enforcers and the army. You'll find that defeating the bosses is the toughest part of dominating the story mode in *Rampage: Total Destruction*. This section will give you some strategies for dealing with each of them.

LAS VEGAS/LOS ANGELES BOSS: SCUM CARBONATOR

The Carbonator is a hover-tank that moves along the ground, firing a stream of carbonated liquid at your monster. The easiest way to quickly defeat this boss machine is to get on the left side of it and then use the ground punch (**Down** + **Punch**) to beat it into scrap. The Carbonator always attempts to exit on the left side of the screen, so it will push you along ahead of it, keeping you in punching range while you pummel it.



SAN FRANCISCO BOSS: SCUM-HAWK



This airborne menace travels above the streets and launches slow-moving but powerful missiles. Get up onto the rooftops and use your jump punch (**Up** + **punch**) to knock it out of the sky.

LONDON/CHICAGO BOSS: CYCLO-SAUCE

The Cyclo-Saucer is similar to the SCUM-Hawk—it flies around and you can use the jumping punch attack to hit it. But unlike the Hawk, the Cyclo-Saucer moves pretty quickly, so you'll need to be fast and plan your attacks ahead of time. It's also got a force field around it, so wait for it to turn the field off before attacking. When the Saucer stops above you, get out of the way—it creates a powerful cyclone beneath it that can mess you up.



HONG KONG BOSS: SCUM LEAPER

This mechanical tripod jumps from rooftop to rooftop, spewing toxic foam beneath as it goes. Meet it on the roofs and use your regular kick or punch attacks to damage it when it lands nearby. Its foam attack always pours straight down beneath it, making it easy to avoid.

NEW YORK BOSS: SCUM BLIMP

This is the only boss in the game that's anything near what I might label as "tricky." Its got protective energy fields guarding it that you'll need to shut down. The field generators are hidden in the large building, so smash the walls until you find them and then smash them. When you reach the rooftop, you'll want to jump and use your spinning attack or jump kick to damage the blimp. Bart or Eyegore, with their awesome jumping abilities, are the best monsters in the game for taking on the SCUM Blimp.



CHEAT CODES

At the main title screen, hold **L2** + **R2** (or **L** + **R** on the GameCube) and a code entry window will appear, with six squares all set to zero. Press **Up** or **Down** to change the numbers in each of the squares and you can enter the following cheat codes, which will help you to make the game as easy as you want.

141421—Unlock All Monsters and Cities

All monsters and cities are available at the start of the game.

271828—Unlock all Cities

Access to all cities at the start of the game.

082864—Enable Autoplay

Let the game play itself so you can sit back and watch, and maybe learn something.

874098—Enable Quick Autoplay

The game plays itself so fast that you won't even see the action, just the summary screens between stages!

071767—Single Hit Destruction

Any attack that hits a building will cause it to collapse.

986960—Invulnerable Monsters

Your monster is immune to damage.

011235—All Upgrades

Your monsters will have access to all of the attack upgrades from the start of the game.

66730x—Show Video

Replace the "x" with different numbers to view different video cutscenes from the game.

314159—Version Number

Shows the version number of your copy of *Rampage: Total Destruction*.

000000—Reset All Cheats

This code will reset any cheat codes you've entered, letting you play the game cheat-free.



Strategy Guide Part 2 by Anatole Brown

Disney SQUARE ENIX



In Part 1 of our *Kingdom Hearts II* strategy guide last month, we opened up most of the World Map, picked up a nice collection of Keyblades and developed an array of nifty magical powers. The journey is far from over, however, as more peril and mystery wait for Sora, Donald and Goofy. After making it through the Space Paranoids scenario, you should be at a point where you can start freely choosing which mission to take on next. This month we'll finish off the story and also include side quest tips.

STANDARD MODE WALKTHROUGH (Continued)

We're picking up just after Sora demolishes the 1,000 Heartless soldiers, and the crew subsequently receives the blue ice cream in a strange, dreamlike sequence. We now find them back on the Gummi ship, facing a wide open World Map. At this point your Battle Level should be at about the mid-30s.

THE LAND OF DRAGONS



As soon as you enter The Land of the Dragons, Mulan will join your squad to pursue the mysterious figure. Go through the Ridge and up to the Summit where you will be confronted by the mysterious man in black. The cloaked warrior is surrounded by Rapid Thrusters. Ignore them as much as you can unless you are prompted to execute Speed Trap and Aero Blade commands. Keep your target locked on to the cloaked figure and keep slashing away at him, even though he seems unperturbed. You may need to heal yourself a couple of times, but eventually this battle will cease without any victor.

From the Village, make your way to the Checkpoint; the path to the Imperial Square should now be open. Use Mulan's Limit attack when the Heartless assault you in the Square. Mushu's final Red Meteor assault will rain de-



struction on a wide area. Inside the Antechamber, a group of Nobodies will keep you from pursuing the mysterious man. Before leaving the Throne Room, make sure you open all the chests and get the Palace Map, along with some other goodies.

Storm Rider (1,600 HP)—Use the spinning whirlwinds to launch



into the air with the Soar command and land on the dragon's back. Target one of the horns—two on the shoulder and two on the head—and do as much damage as you can before you get thrown off. Occasionally you can use the Ver-

tigo Toss command when he flies toward you and send him to the ground for a beatdown session. After he takes some damage, two walls will form to squeeze you in as the dragon lies down to blast lasers down the lane. Quickly run up to the dragon with Mulan and give him a good dose of Mulan's Limit combo while he's grounded. If Mulan manages to join you while riding atop the dragon, do the Limit combo on his back as well. Keep slashing at his horns and eventually he will go down.

Collection Treasures

Throne Room—Mythril Crystal, AP Boost (x 2), Orichalcum, Torn Pages, Palace Map, Ogre Shield, Queen Recipe

BEAST'S CASTLE

You talk to The Beast, but he has a big night planned with Belle. Of course, the night is spoiled by a gang of Nobodies. Good thing you're there to crash the party! After the quick scuffle, go through the West Hall and head to The Beast's Room. You'll meet a lot of resistance along the way, so stay sharp. After The Beast throws a tantrum, go back into his room and speak to him. You will obtain the Rumbling Rose Keyblade and the Castle Walls Map, plus Beast will join your party.



Back at the Entrance Hall, you'll have another battle against Nobodies, then make your way out to the Courtyard. Xaldin comes at you with all his rage. This guy's no pushover, and you will die during this battle. Fortunately, a surprise hero will come in to help you get back on your feet each time you get killed. Using combos together with The Beast and Donald will only get you so far in this fight. When Xaldin starts his chaotic attack, keep an eye out for the "Learn" Reaction Command to appear. Notice that your "Attack" function switches to "Jump" after using the Learn command, allowing you to do the special jump attack with the \times button. Xaldin will take to the air and use his weapons as a giant laser beam when his health starts to wane. Make sure you stay out of the way from the blast and wait until he comes back down so you can spot the Learn command again. After putting him away, you'll get another Ansem's Report, plus Chip & Dale will alert you to the fact that Olympus Coliseum is now open.



OLYMPUS COLISEUM



The fast-talking Ruler of the Underworld invites you to participate in the Hades Cup. You love pain, so you sign up. The first two matches—"Spin Strike" and "Bad Alert"—are against your average, run-of-the-mill Heartless twerps; these are battles you could do

in your sleep. After Auron sails off on the boat, go into the Cave of the Dead and head for the Valley of the Dead. There's a skateboard you can use if you want to bypass all the tedious fighting, but a true RPG player never passes up a chance to level up! The skateboard can actually be used to run over enemies, but it doesn't do a whole lot of damage. More Nobodies will show up after you pick up the Auron Statue in Hades' Chamber.



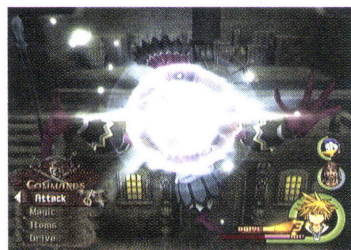
At this point, The Underdrome tournament opens up in the Underworld Entrance. You can either go straight to the final match against Hades by talking to Pain (the purple guy) or enter The Underdrome tournaments by talking to Panic (the blue guy). Since not

all of the Underdrome tournaments are accessible until you beat Hades, you should save them for later when you're stronger.

Auron finally comes to his senses and joins the fight against Hades. After a few unsuccessful attempts at Hades, Hercules will come to the rescue with his Aura Spheres. Hades can't be harmed while he is glowing red, but if you knock the Aura Spheres into him, he will turn blue and become vulnerable to your attacks. Make sure you stay near Herc, so you can bat the spheres as soon as he produces them. It's not necessary to aim the spheres when you press Δ , since they automatically hit Hades when launched. You will receive the Guardian Soul Keyblade for cleaning up the Underworld...for now.



PORT ROYAL



Jack Sparrow joins your party as soon as you land on Port Royal. After a small scuffle, get on the Black Pearl and set sail for Isla de Muerta. The ship will come under attack, but it's nothing you can't

handle. The next battle on the deck is just a preview against the Grim Reaper boss. He may seem easy now, but it's just a teaser round. When you get to the Ship's Graveyard, look around for new, previously inaccessible treasures.

After retrieving the Cursed Medallion from a fleeing Nobody, Jack tells you that there are three more Medallions to find. Talk to Jack on the ship and have him set the course to Isla de Muerta or the Ship Graveyard. As usual, fights will break out on the deck as you head to your destination. There are more than three areas to find the rest of the medallions. In fact, you can take your pick anywhere on the two islands, but each area has a different set of challenges to recover the medallions. For example, in the Powder Store area, you need to find the Nobody hiding behind the boxes within a short time limit, while the Moonlight Nook requires you to beat all the pirates before time expires.



Grim Reaper (1,000 HP)—The Grim Reaper boss is vulnerable when all the coins are back in the box. You can only attack it with magic while it's carrying coins. The hard part is collecting all the coins and quickly pouring them into the box. Equip the Draw ability or use the Follow the Wind Keyblade to draw in the coins. You can make it unload a bunch of coins by doing the Reaction Command sequence while it's sucking in the coins from the box. The key here is to keep attacking when it's vulnerable (i.e. when it's purple) so it can't recover to steal all your coins again. You will receive the Secret Ansem's Report 6 upon completion of this chapter. Agrabah is now open again.



Collection Treasures

Ship Graveyard: The Interceptor's Hold—Feather Charm
Ship Graveyard: Seadrift Row—High Drive Recovery, King Recipe, Mythril Crystal
Ship Graveyard: Seadrift Keep—Meteor Staff, Orichalcum, AP Boost

AGRAHABAH



Aladdin joins the party as soon as you land. Go through the streets of Agrabah and head to the Palace Walls. Genie will open up a new path to the Sandswept Ruins. It's time for the Magic Carpet ride! Fighting the Heartless while riding the carpet

is no different than when you fight them on the ground. When you chase Jafar's shadow through the ruins, remember to use the right analog stick to move the carpet higher and lower. When you get close to him, lock on and attack. The best time to hit him is when he's gearing up to launch his lightning spell.

When you catch up to Jafar's shadow at the top of the castle, he will summon more Heartless. Defeat them and a monument will appear. Examine the monument and it will show you where the three egglike switches are located.

The trick is to cast the appropriate magic spell as soon as the eggs come together and change into the same color. Use Blizzara on the blue switch



under the broken arch, Thundara on the yellow switch above the tower near the falling sands and Fira on the red switch under the broken bridge near the main castle tower. Once they're all activated, you have 30 seconds to fly through the opened door in the main castle before it closes. Activate the Fira switch last so you're close to the door. Check in the Ruined Chamber for new treasure chests. After a quick Magic Carpet ride, you will be back within the Palace Walls. Talk to the Merchant on the streets of Agrabah and head to the Palace.

Jafar Genie (1,000 HP)—The Jafar Genie is actually one of the



easiest bosses in the game. Simply lower the carpet down to his stomach and beat on it until he grabs it in pain. Quickly press Δ to execute the Roll Up move and follow it with the Spin Burst command to stun him. Fly over to his head and whack away

at his thick red skull. He will send in a tornado as his health gets lower. Just hang in there and avoid the chunks of debris, or bat them away while waiting for the tornado to pass. Keep attacking his gut and noggin until he goes down. You will get the Wishing Lamp Keyblade.

Collection Treasures

Ruined Chamber—Ruins Map, Torn Pages

The Cave of Wonders: Treasure Room—Serenity Shard, AP Boost

HALLOWEEN TOWN

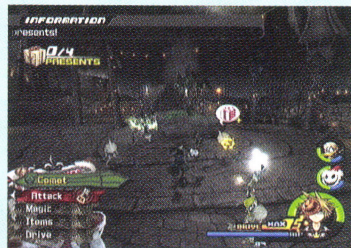


Lock, Shock and Barrel are running wild up stairs in Santa's Wrapping Room. Leave the fighting to Jack and Donald while you take care of putting the

three critters in the three boxes scattered around the room. It's easier to toss a box at them when they are stunned. If you don't lock up all three pranksters quickly, they can get out of the box and make you start all over again. A good tactic is to use Donald's Comet attack and stun them all at once, so you can box them all up nicely.

Back in Halloween Town Square, the Heartless are scurrying away with Santa's presents! Target the Heartless with the present icon and don't let it get away.

Let your party members take care of the other distracting enemies. You need to pick up four presents. You will receive a Present after completing this task. Hey, thanks!

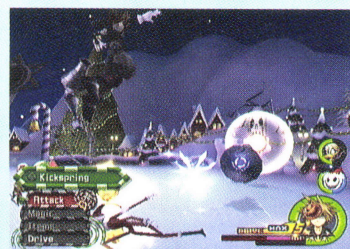


A quick and easy mini-game in Santa's Wrapping Room gives you the Decoy Presents. Just shoot the toys into the boxes and reload

the toy cannon when it's empty. Go for the larger boxes to unload your presents faster. Talk to Santa when you're ready to proceed to the boss.

The Experiment (1,500 HP)—Dr. Finkelstein's mutant experiment can be beaten with just normal Keyblade attacks. Parts that break off the monster will attack you from afar.

When it starts spinning like a top, you can use the Kickspring move to reassemble it and continue with your assault. You will be rewarded with the Decisive Pumpkin Keyblade for this slight skirmish. A new world, The World That Never Was, opens up in the World Map at this point, but you will be unable to enter it for now.



PRIDE LANDS



Go into the King's Den and talk to Simba. Sora will learn the Running Tackle ability for his Lion form. After Simba joins your party, go to the Stone Hollow and speak to Rafiki. Next, it's off to the Elephant Graveyard where the three hyenas will put on

quite a chase. Instead of chasing them around the canyon, use magic to stun them and quickly deliver a damaging combo before they get away. If any hyena crosses your path and Simba is in your vicinity, unleash Proud Roar to really slap them around.



Ground Shaker (1,600 HP)—Hey, it's Sora of the Colossus! Only Simba will be with you in this battle. This fight can be particularly frustrating due to the horrible camera angles. Luckily, Simba is pretty generous about healing. Start immediately

by following the Reaction Commands to avoid being stomped on. When the word "Fend" pops up, jam on the Δ button to stun the boss. Run over to the eye and hack away until the beast gets back up. You will then be prompted to jump up on its back by pressing Δ . Quickly attack the voodoo creature riding on the back by attacking its masklike face. If Simba is close, execute the Proud Roar attack before you get thrown off. You will then need to attack the main creature's eyes again until you see the Δ icons show up again for the running, jumping and "Fend" sequence. Attack the voodoo creature riding on the back again to put this behemoth down for good. A new episode will be triggered at Hollow Bastion.

HOLLOW BASTION / SPACE PARANOIDS



Talk to Uncle Scrooge when you land and make sure you remember the name of his product! You'll notice that the battles are getting a little tougher. This is where the game starts to slowly tighten the vise, so make sure you have all your abilities

tuned up...and spend some of that Munny! The shops in Hollow Bastion have the most complete inventory in the game. Make sure you go to the Postern and speak to the three *Final Fantasy X* fairies; they'll give you a secret Gull Wing Keyblade. This is a good Keyblade to equip at this juncture, since it increases the amount of experience points gained during battle.

After speaking to Leon in Ansem's Study, you will receive the Sleeping Lion Keyblade. Access the computer and enter the Pit Cell, then access the terminal in the Pit Cell to enter the Light Cycle arena. Save Tron from the Heartless and he will enter your party.



Head to the I/O Tower where Tron will learn a new ability from the program. Enter the Simulation Hangar and depart on the Solar Sailor Simulation, where a nasty battle will ensue. If the Weight meter of the ship fills up, you'll all be de-rezzed! It's critical that you execute Tron's "Setup" command to disperse your attacks and make this a quick fight.

MCP (1,000 HP)—Pick up all the new treasures at the Central Computer Main before venturing forth to the MCP battle. Sark will try to stop you, but he's no match against Tron's Setup attack. The defunct Sark is revived by the MCP and turns into



Mega Sark! Of course, the real culprit is the MCP and Sark is merely a decoy. Attack Sark's ankles and the old cow will keel over; then you can beat his head. He will soon short out and be incapacitated, allowing you to break down the defensive barrier to the MCP. When the MCP is exposed and the Δ icon appears, give it a good dose of the executable before Sark restores himself to start the cycle again. This is a somewhat lengthy battle, so just hang in there! A new episode will be added and Hollow Bastion will now be called The Radiant Garden.

Hollow Bastion Collection Treasures

Restoration Site—AP Boost, Moon Recipe
Postern—Mythril Gem, Castle Perimeter Map, AP Boost, Gull Wing Keyblade (bonus chest)
Heartless Manufactory—Cosmic Chain

Space Paranoids Collection Treasures

Central Computer Main—Orichalcum +, AP Boost, Cosmic Arts, Central Computer Core Map

Twilight Town

Good old Twilight Town is still ridden with Nobodies. The Underground Concourse is now open, giving you access to the Tunnelway to Sunset Terrace. Check for some treasure chests there that weren't available before when you were Roxas. Head to the Old Mansion where King Mickey will help you trash the Nobodies. You'll find new treasure chests in the Mansion that were previously inaccessible. Make sure you grab the Ultimate Recipe if you want Moogle to synthesize the most powerful weapon in the game. When you get to the computer, you should remember that the password is "Sea-salt ice cream"...if you paid any attention during Uncle Scrooge's scene!





twilight town

Touch the beam of light when you're ready. In the "other" Twilight Town, you'll get the Secret Ansem Report 10. Enter the orb of darkness. A fight will break out against Nobodies and Axel will suddenly battle alongside Sora. The Bond of Flame Keyblade comes into your possession.



Collection Treasures

Underground Concourse—AP Boost, Mythril Crystal, Mythril Gem, Orichalcum
Tunnelway—Orichalcum, Mythril Crystal
Sunset Terrace—Orichalcum +, Mythril Shard, Mythril Crystal, AP Boost
Mansion: Foyer—Mythril Crystal, Mythril Stone, Elixir
Mansion: Dining Room—Mythril Stone, Mythril Crystal
Mansion: Library—Orichalcum
Mansion: Basement Corridor—Ultimate Recipe

the world that never was



It may seem like the Heartless are re-spawning indefinitely here, but there is a limit. Check for a bunch of new treasures in this area. You'll get Secret Ansem Report 8 after a cutscene. Once you enter Nothing's Call, you can backtrack to

The Brink of Despair, where a Moogles Shop and Dark City Map will suddenly be available. It's a little confusing, but when you reach Crooked Ascension, you'll realize that the entire platform is actually an elevator of sorts, so you need to re-enter the area if you want to go back up or down.

You can deflect Xigbar's sniper shot with the Δ button at the start.

When he comes down to the platform, he will float around and shoot at you while the arena changes its shape. Use your Keyblade to deflect his projectiles and use Warp Snipe whenever he shoots the blue projectile.

When the platform turns really small, Xigbar will do a devastating cannon attack that will be next to impossible to defend. Save Donald's Limit attack for this moment so you can stay immune during Xigbar's "dance" attack. Keep jumping up to him to deliver Keyblade combos. He may jump up to the top again for another sniping attempt. Make sure you are not in Valor form during the sniping routines, since you will not be able to deflect his shots. Remember to save your MP for Donald's Limit combo during this fight, rather than going into Valor form. You will receive Secret Ansem's Report 3 after Xigbar folds.



After a cutscene with Kairi, you'll get the Oblivion Keyblade and the Castle That Never Was Map. Enter "The Gambler of Fate" portal and get ready to fight Luxord. This battle is time-based, so you need to act quickly. You'll be turned into a dice at

first—use the \square button to roll forward and attack Luxord. Ignore the cards as much as you can, target Luxord and keep slashing him with Keyblade combos. Use the "Flip" command if the cards are getting in your way. If you go after Luxord ag-

gressively, he will have very little chance to cast his spell. Remember, you don't have time to be conservative in this fight! The Secret Ansem's Report 9 will now be yours.



Now enter the other portal to fight Saix. Saix's most bothersome attack is his berserk rage mode where slashes wildly and blasts force waves. Just remember to heal yourself while he is raging. Wait until he's done and he will drop his sword from fatigue.

Quickly grab his sword and attack him with Δ . Watch his Berserk meter so you know when to get ready for his rage. Use Donald's Comet attack to keep the hurt on. I usually like to press Δ and jump and attack with the \times button at the same time, so you can keep hacking away at Saix even while Donald is launching his attack, thus doubling the amount of damage you dish out. You will get the Secret Ansem's Report 12 after completing this fight. After another cutscene, you'll receive Secret Ansem's Report 13 and Riku will join your party.

Right off the bat, run up to the front of the building and use Facedown to get rid of the spell, then keep your eye out for the Reaction Command sequence when Xemnas comes flying down. Since you're fighting solo and can't use Drive or Limit commands, save your MP



for healing. When Xemnas is on the ground, he will mostly try to defend himself. When he puts up the guard wall, you can go around the back and attack him from behind. Try to block his attacks when he wields the dual sabers, but the more aggressive you are with the Keyblade, the faster this battle will end. You'll get Secret Ansem's Report 13 after this fight. Every entry in Jiminy's Journal will now be unlocked. This is your last chance to complete side quests and other unfinished business before going through the Kingdom Hearts door. Once you enter, you will be on your way to the end of the game, so make sure you're good and ready before taking the plunge.

Collection Treasures

Fragment Crossing—Mythril Stone, Mythril Crystal, AP Boost, Orichalcum,
Memory's Skyscraper—AP Boost, Mythril Crystal, Mythril Stone,
The Brink of Despair—Orichalcum +
Nothing's Call—Orichalcum, Dark City Map, Mythril Gem
Twilight's View—Cosmic Belt
Naught's Skyway—Mythril Gem, Mythril Crystal, Orichalcum
Ruin and Creation's Passage—Mythril Stone, AP Boost, Mythril Crystal, Orichalcum

SIDE QUESTS

The side quests are not crucial to completing the game, but they offer Sora more items and make him stronger, plus you'll get more enjoyment out of the game. If you're just playing to get to the end, then you can go ahead and skip right over to the final boss battles, although some side quest items will certainly make your task easier. Of course, most of these side quests can be done as you play the game rather than saving them for the end. However, many side quests require you to have certain abilities, so if you're having trouble with one, you should come back later. Check Jiminy's Journal for a full list of side missions to complete. Most of the missions just require you to play the mini-games over again and break a high score. Missions like the Chasm of Challenges, Gift Wrapping at Santa's House and the Light Cycle game are ridiculously easy, so we'll leave those up to you.

Atlantica Musical



Atlantica is a peaceful place (I guess the Heartless can't swim!) where you can enjoy a little song and dance. It's easy to get distracted by the action on the screen while trying to get your timing right on the circle meters, so stay focused. You can always

redo each song, allowing you to learn what to expect while the song plays. New songs will open up depending on your progress in the game. These missions are not difficult by any means; just be sure to read the instructions carefully before each song commences. After beating the fourth song, "Ursula's Revenge," you will receive the Mysterious Abyss Keyblade. You get the Blizzard Element and Orichalcum + after completing the last song. Every song requires you to have certain abilities, so make sure you revisit Atlantica when you see that a new episode is available.

"Swim This Way"—Available right after the tutorial.

"Part of Your World"—Magne ability is required. Complete the first Halloween Town scenario.

"Under the Sea"—Drive Gauge needs to be 5 or greater. Complete the first Space Paranoids scenario.

"Ursula's Revenge"—Magna ability is required. Complete the second Port Royal scenario.

"A New Day Is Dawning"—Thundaga ability is required. Complete the second Pride Land scenario.

Pooh's Mini-Games

Now that you've collected all the Torn Pages, go to Merlin's House and access the Winnie the Pooh Book. 100 Acre Wood is basically a collection of fairly simple mini-games. Go to Piglet's House to start the sequence. You will get the Spooky Cave Map and Sweet Memories Keyblade when you find Pooh in the Spooky Cave mini-game. Finish the Honey Pot mini-game and you will get a Cure Element and Orichalcum +. The toughest mission is when you're gunning for 18,000 points in A Blustery Rescue. You have to destroy close to every object that comes your way. The key is to move to the top middle part of the screen at the very last moment in the game, then catch the whirlwind to destroy all the objects for a final surge in points!



100 Acre Wood Collection Treasures:

Pooh Bear's House—100 Acre Wood Map, Mythril Stone, AP Boost

Piglet's House—Defense Boost, AP Boost, Mythril Gem

Rabbit's House—Mythril Crystal, Draw Ring, AP Boost

Kanga's House—Magic Boost, Orichalcum, AP Boost

The Spooky Cave—Mythril Gem, Mythril Crystal, Guard Recipe, Orichalcum, AP Boost (x2)

Starry Hill—Cosmic Ring, Style Recipe

Phil's Training



At the Coliseum Gates in Olympus Coliseum, go back and redo Phil's Training mission, including the Practice Mode. You will need to score 1,000 or more points in Maniac Mode to complete this side quest. Be sure to equip Draw to draw in orbs. The Explo-

sion ability also makes quick work out of multiple pots. The real key to this challenge, however, is to knock the large gold pot into the crowd of smaller pots. This will give you more orbs than just destroying them normally.

The Underdrome

You can continue the Underdrome tournaments by talking to Panic at the Underworld Entrance of Olympic Coliseum. Note the recommended experience level for each tournament available. The first three cups are already open from your last visit to Olympic Coliseum after beating Hades. The Goddess of Fate Cup is available after defeating Xemnas in The World That Never Was. If you're going for the High Score challenge, some of those scores may seem completely out of reach. The key is to repeatedly Summon Stitch, and use his attack to make the Orbs flow from the enemies. Indicated next to each cup is the minimal amount of points required to satisfy the Jiminy's Journal requirements.



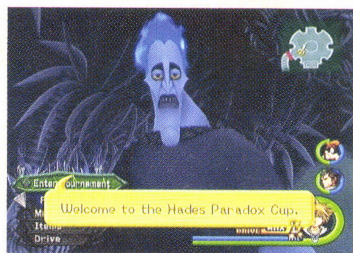
The Pain and Panic Cup (2,000 points)—Donald and Goofy will accompany you in this battle. Leon and Tifa are your opponents for the final match. Make sure you use a combo finisher to finish them off. You will be rewarded with the Get Lucky Ring and Serenity Stone when you win the trophy.

The Cerberus Cup (1,000 points)—This time you fight alone, but your Drive gauge will heat up quicker than normal. You will get Rising Dragon and Protect Belt after completing this tournament.

The Titan Cup (5,000 points)—It's essential that you use Summon here if you want to rack up the high score. Also, keep an eye on your points. Once you hit zero, it's "game over." Hercules will be the final opponent. He can be pretty tough, so make sure you're ready to heal when he's gearing up for his thrust punch. You get the Genji Shield and Skillful Ring when you defeat him.

The Goddess of Fate Cup (3,000 points)—The conditions for each match are different, so pay attention to the messages that scroll on the top of the screen. Again, summoning Stitch will yield a ton of orbs. When the Bandits show up, use Donald's Comet attack to dispense of them, since you have very little time to attack normally. Also, when you get to the Rapid Thrusters stage, use Magneta to rain down orbs for an insane amount of points. Remember, the lamps also have orbs. Hades will warp around the stage, so keep your target on him at all times. Ignore the other enemies and just go for him. You will get the Fatal Crest Keyblade and Orichalcum +.

The Underdrome Extreme



As you level-up in the game, including your Drive Forms and Summon levels, new tournaments called the Paradox Battles will open up in Hades' Chamber. You won't win any prizes here, but you will need to complete them with high scores if you want

to complete Jiminy's Journal. Stitch is going to be your best friend in most of these matches if you want to break those scores. The bosses for each of these cups do not yield any orbs, so by the time you get to the Semi-Final match, it's critical that you approach the required score.

The Pain and Panic Paradox Cup (2,500 points)—You need to clear all four Underdrome Cups to open the first Paradox Cup. This isn't a tough ordeal, especially after beating Panic's tournaments. Leon & Tifa will again be the final match.

The Cerberus Paradox Cup (1,300 points)—Your Valor, Wisdom and Master forms need to be 5 or higher to access this cup. You will be timed throughout this tournament, so be quick! Use Wisdom Drive so you can keep your distance and keep the combos going without getting hit. It's also a good idea to first disable all the enemies by throwing them up in the air with Magnera. If you get interrupted while performing a combo, it will basically jeopardize any chance of getting 1,300 points.

The Titan Paradox Cup (10,000 points)—Your Summon level needs to be 5 or higher to open this Cup. Using Stitch is pretty much the only way you're going to score 10,000 points here. Summon Stitch immediately when each level starts so you can rack up the orbs. I recommend having your Summon level up to 7, so you can call in Stitch twice per round. As soon as Stitch is gone, use Magnera and finish off the enemies. When you get to Hercules, you might as well summon Genie, since Hercules won't spill out any orbs anyway. Again, keep your eye on your 500 health points. When it reaches zero, you will fail.

The Hades Paradox Cup (15,000)—The final cup is 50 matches long, making for a grueling session. No wonder you need to have 99 experience points, and have all your Drive Forms and Summon Levels maxed out to participate here! Stitch will prove once again to be a worthy orb vacuum to attain 15,000 points, but bosses will not yield any orbs. There are several boss battles in this cup, and they are all super jacked-up. Fortunately, Goofy and Donald will be able to support you. The bosses that appear are as follows: Tifa & Yuffie, Pete, Cloud & Tifa, Blue Hades, Leon & Cloud, Cerberus, then Leon, Cloud, Tifa and Yuffie in a group, and lastly Red Hades in Berserk mode.

Skateboard Missions



The Skateboard missions are fun distractions from the more serious fighting elements in the game. Basically, most of the events involve grinding with the Δ button while trying to rack up a big score with tricks. The most effective way to gain

points is to grind, do a handstand, jump and do a 360, turning in midair and landing perfectly on a grind spot. When you bail out of a grind, try button-mashing on your way down to gain even more points. On missions like SB Sand Slider, you will need to grind in order to jump and reach high for the checkpoint crystals. You will find the "SB" events at these following locations:

SB Time Attack (40 seconds)—Speak to Will at the Rampart in Port Royal.

SB Freestyle (200 points)—Speak to Uncle Scrooge in Hollow Bastion (Radiant Garden).

SB Street Rave (1,000 points)—Speak to the girl in Market Street in Twilight Town.

SB Sand Slider (10 points)—Speak to the Merchant in Agrabah

SB Workshop Rave (1,000 points)—Speak to Lock on Yuletide Hill.

Magic Carpet

In order to get to ride the Magic Carpet again, you need to climb the Tower in the Ruined Chamber and examine the crack in the wall. You need to defeat 65 or more enemies while flying around on the carpet. It's a good idea to have your experience



level on the high side before taking on this challenge. Since you're flying around, you have very little time to attack the enemy before they go away. You should be able to knock them out in one or two hits. If you see yourself taking too long to defeat each enemy, there is no way you will be able to kill 65 of them before the ride is over. Come back later when you have a better weapon or your experience level has increased. This is very easy once you are at the appropriate level, but very hard if you're not.

Struggle Battles



By now, you should be able to do the Struggle battles in your sleep. Who would have ever thought that Seifer was once an intimidating presence in Twilight Town? The only confusing part about the tournament is that you have to beat Hayner ten

times before you get to fight Setzer, and you have to beat Setzer ten times before you fight Seifer. Just beat them down and grab the orbs!

Bulky Vendor



Near the end of the game, you'll probably scratch your head wondering why there is still one spot left on your Heartless list. It's probably because you haven't seen the Bulky Vendor yet! The Bulky Vendor is a rare Heartless that appears randomly. It

sometimes appears in spots that have breakable objects like the Checkpoint in The Land of the Dragons, where it will hide inside one of the carriages. You'll know when it's in the vicinity, since the top message bar will tell you that there is a "rare Heartless" when you enter the area. Break everything in the area and a gumball machine-looking creature will pop out. You can't kill it with normal attacks; only the Reaction Command will work. The Bulky Vendor is like a slot machine, and will dispense a ton of prizes when popped. The longer you wait to kill it, the more valuable the prizes will be. The only catch is that it will run away if you take too long and you may never see it again! So you might as well just kill it as soon as it appears, just so it will be checked off in Jiminy's Journal.

Ultima Weapon

Getting the Ultima Weapon is not in Jiminy's Journal, but I'm sure it's under everyone's radar since it's the most powerful weapon in the game. The Ultima Weapon needs to be synthesized by a Moogles and requires specific ingredients. The recipe, Ultimate Recipe, can be found in the Basement Corridor of the Old Mansion in Twilight Town. You will also need to raise the Moogles level beforehand so he can use the Energy Gem, which allows the Moogles to synthesize materials with only half the required ingredients. The recipe requires 13 Orichalcum +, one Orichalcum, one Mythril Crystal, one Dense Crystal, one Twilight Crystal and seven Serenity Crystals. There is no way you will be able to find 13 Orichalcum + materials in the game no matter how hard you try; that many just doesn't exist! However, if you use the Energy Gem, you only need seven of them! The other materials are pretty easy to get as you defeat various enemies or have the Moogles synthesize them for you. You may want to equip your party with Item Boost abilities to increase the dropping rate of prizes from the enemy. You should have six Orichalcum + materials by now after following this strategy. The last Orichalcum + is acquired by finding every material in the game and thus completing the entire Material Log in the Moogles menu. By the time you need to create the Ultima Weapon, the other materials should be available, since you have to get everything anyway. When the Moogles hands you the last Orichalcum +, you need to back out and give it back to him in order for it to appear in the list.



Anti-Form and Final Form



In addition to Valor, Master and Wisdom Forms, there are two additional forms called Anti-Form and Final Form. You may have already seen Anti-Form by now; it's when Sora turns all black like a heartless and attacks with his claws. Anti-

Form appears randomly when you trigger the Drive mode and it will take your Drive Gauge all the way down to zero. You need to have the three previous Forms already before this can happen. It's actually more of an annoyance when you're trying to trigger a specific form, so it's hard to say anything good about it!

The Final Drive form also appears randomly, but unlike the Anti-Form, once you get it, it will appear as a fourth selectable Drive Form in your menu, allowing you to access it any time thereafter. You need to finish the battle with Xemnas in The World That Never Was as well as acquiring all three Drive Forms before this can happen. Your Drive Gauge also needs to be at Level 5. Although nobody really knows where and when the Final Form may come out, I will go out on a limb and say that the chances of it appearing seem to be higher when you are battling Nobodies.

Twilight Town Jobs

One of the first jobs that you did in Twilight Town will most likely also be one of your last. Most of the requirements in Jiminy's Journal for the Twilight Town jobs are fairly simple, but 30 seconds or less for Poster Duty, six swings or less for Junk Sweep and 10 seconds for Bumble-Buster almost seem unfair. You need to have acquired several high-level abilities to even attempt these challenges, so it's best to save them for when you're closer to the end.



To get under 30 seconds for Poster Duty, you will need to have all four Growth abilities—High Jump, Quick Run, Aerial Dodge and Glide—maxed out at Level 3. You need to max out all four of your Drive Forms to Level 7 for Sora to have these abilities. Basically, by high jumping and then gliding, you can fly to the various poster spots without ever touching the ground. When the challenge starts, hit the Jump button twice, then glide to the first spot over the green roof that you see on the right side of the screen for the first poster (1). Glide over to the next green roof to the right for the second (2). Then fly to the gray wall on the right and slap on four more posters (3, 4+5+6). When you're over the blue roof, fly over to the green building just behind you for the three spots (7+8+9). Glide just around the right side of the building and slap another one on the building (10). Glide over to the spot just behind you, near where you started, for the next one (11). Glide to the left and slap one on the building with the striped awning (12). Go around to the left of the building and fix another poster just over the striped awning (13). Hug the building around to the left again and slap the two poster spots that practically face each other (14, 15). Drop down the step for the next (16), then drop down another step for the one over the blue roof (17). Finally, drop down to the street and finish it off with the triple spot on the opposite wall (18+19+20). The trick is to double-jump and glide right after putting on a poster so your feet hardly ever touch the ground. It will probably take you several practice runs before you get it under 30 seconds.

For the Junk Sweep game, push all the junk together into a nice heap before taking a swing. You will most likely need the Ultima Weapon and equip Negative combo to keep the swinging down to a minimum. I was able to do it in two swings with that setup.

Finally, the Bumble-Buster game requires the Explosion ability. When the clock starts, immediately run up to the middle of the bees and launch an Explosion combo to fry a whole bunch of them at once. There may be a few stragglers left behind, but you should have enough time to take care for them in less than ten seconds.

Sephiroth Battle



Without question, Sephiroth is the most challenging enemy in the game, even more than the final boss! You may want to save this match for your very last mission before ending the game. Sephiroth is hanging out at The Bastion (Radiant Garden). You can challenge him to fight, but if you're not ready, he can kill you almost instantly. Unlike 99% of the enemies in the game, you can't just go up to him and start slashing away. This battle requires all your tactical skills, including guarding, countering, dodging, Reaction Commands and carefully timing when to heal. It is highly recommended that you have most of your Drive Levels maxed out and your experience level should be at least 85 or so. High Jump, Aerial Dodge, Quick Run and Glide, all acquired by leveling up all four of your Drive forms, can really save your skin here. You will need to have an Elixir or Megalixir set to go before you enter the battle. Also, it may be wise to disable any abilities that extend your combo (i.e. Berserk Charge, Combo

Boost and Combo Plus abilities), since you will need to perform a quick finishing combo when Sephiroth's health is low if you're the slashing-type. The Negative Combo ability is very crucial here. As soon as the battle starts, you need to jam on the Δ button to execute the Reaction Command. He will be open for a few hits, but then he will go on the offensive. Unless you glide away from him or use Retaliating Slash, he will kill you in three or four swipes. Using Retaliating Slash is not easy; you need to time it just right so you can counter him properly. Whenever the sky goes black, that means the Reaction Command is available. However, it is very easy to miss. Some cheaters have been using a turbo controller so the Δ button is always being rapidly pressed during the entire battle! Eventually Sephiroth will cast Dark orbs that follow you around, which is where your Growth abilities will help you. If you played the original *Kingdom Hearts*, you know that Sephiroth will eventually do his dreaded Sin Harvest move. There is basically nothing you can do here but take the damage. He will generously leave you with 1 HP and nothing for MP. This is where that Elixir item will be your saving grace. Without it, you're pretty much toast. If you stick to your guns long enough, you can finish him off with a short finishing combo, or simply use magic. After the fight, talk to Cloud in the Marketplace and return to Sephiroth at the Dark Depths. Tifa will give you the Fenrir Keyblade.

LEVELING UP THE CHEAP WAY

Like every RPG snob, you're probably trying to max out all your levels so you can take on the Hades Cup or give it to Sephiroth! The following methods are pretty tedious and not very exciting when you perform them, but they will max out your levels in the shortest amount of time.



To level up your experience, it goes without saying that you should equip anything that gives you an experience boost, like the Experience Boost ability and the Gull Wing Keyblade. Go to the Peak in Pride Lands (go through the King's Den) and you will see a massive flock of Rapid Thrusters. Use Magnera to "gather" them and just start slicing and dicing away. The best part is that if you back out of this area and immediately re-enter, the Thrusters will all be back again! I was able to rack up 12,000 to 15,000 points every time I entered! However, it is recommended that you level up your main experience level while maxing out your Drive Forms, so you should use this method to top it off.

First, equip the Oathkeeper Keyblade to increase the duration of your Drive Form. Each Drive Form feeds off of different things in order to level itself up. So each method will be slightly different. One thing that is common in all Drive Forms, however, is the "World Map trick." Once you activate a Drive Form, the gauge will obviously start depleting. If you run into a save point while in Drive Form and exit out to the World Map, however, you can re-enter the world and your Drive Gauge will be



back up to the same level just before you went into Drive Mode! You can use this trick to keep your Drive Gauge full at all times. Another good way to quickly fill up your Drive Gauge is to enter The Goddess of Fate Cup and immediately quit—it will be full when you're back outside! By using the "World Map" trick, you can constantly stay in Drive mode, keep leveling up, then quickly head to a save point just before the Gauge expires and come back with a full Gauge again. If you miss the save point and your Gauge expires, just go fill it up at The Goddess of Fate Cup. The same trick also applies when you Summon a character. However, each Drive form, including Summon, has different conditions for leveling up:

Valor Form—Levels up when you kill any enemy. A good place is at the start of The World That Never Was (Fragment Crossing), where tons of Heartless keep re-spawning.

Wisdom Form—Levels up only when you kill Heartless (not Nobodies!). Do the same thing as you did for Valor form.

Master Form—This form will only level up when you collect Drive Recovery materials. The carriages in The Land of the Dragons are loaded with them, plus many enemies in this area drop them as well.

Final Form—Levels up only when you kill Nobodies (not Heartless!). The Foyer in the Old Mansion is a good spot to exploit, because you can keep going back to the save point in the White Room.

Anti-Form—The Anti-Form serves no purpose in leveling up your Drive Forms. When the Anti-Form randomly gets engaged, it will wipe out your Gauge to zero, in which case you will need to head back to the Goddess of Fate Cup to refill.

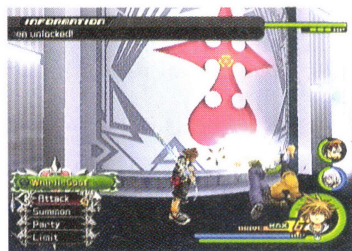
Summon—Interestingly, Summon levels increase when your Drive Gauge drops down to a lower number. For example, when your Drive Gauge drops from 3 to 2, your Summon level is being fed! It has nothing to do with how many enemies you kill with your summoned character, but how long the summoned character stays out. Although some people suggest grabbing Drive Gauge Recovery materials just as the number drops lower to raise it back up again, I prefer just letting Stitch hang out and lick the TV screen while I make myself a cup of coffee. Just be sure to exit out to the World Map just before the Gauge expires!

FINAL BOSS



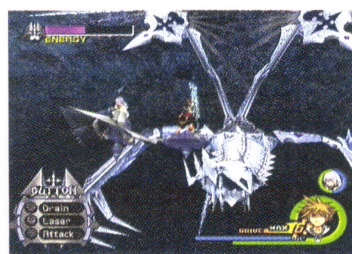
As in many *Final Fantasy* games, the last boss, Xehanor, has multiple forms. The first part is merely a reaction command sequence, where you have to avoid the oncoming buildings using the Δ button. When you get to the end of the corridor, you will do another Reaction Command to slam the skyscraper into the boss.

The next phase has you knocking the little enemies into the core of each Cylinder. Pay attention to the Left and Right Cylinder meters so you know when to do Stunt Dodge to get out of the way before the afterburner blasts down the tube. When the cores are about to fall off, a countdown will appear on the screen, basically telling you to bail out!



Once you're inside the complex, bash away at the lock with the red symbol. When the enemies appear in the arena, you need to take care of them first before attacking the lock again. You will then confront Xehanor on his throne. Try to get right up to him and attack furiously. Xehanor will put up a shield to protect himself; you can heal during this time. Using Riku's Session Limit attack makes quick work out of this battle.

Just when you thought it was all over, Xehanor gets his second wind! The flying ship phase is fairly easy. Use \square to shoot the laser at the target indicated on the enemy. You can attack the other smaller enemies that are flying around and use the Drain function as a shield against projectiles, but your focus should mainly be shooting at the main boss. End this part with the Megalaser Reaction Command when it shows up.



Next, it's back to the throne again, except this time Xehanor throws you out into space, forcing you to glide back to the throne. The message on the top of the screen tells you to get up close to the buildings to use

the Reaction Commands. This can be a little confusing, since you cannot throw back the buildings that Xehanor is tossing at you. Instead, glide over to the surrounding buildings that are floating around the perimeter and use the Reaction command to stun the Xehanor ship. Use the \square button to quickly glide back to the throne. Again, Riku's Session attack is effective here. When Xehanor's life bar is just about to expire, use a finishing combo move to end this phase.



The final battle of the game! Make sure you use Reversal to slip away from Xehanor's trailing Dark magic. At various points in the battle, Sora will become disabled as Xehanor tries to suck his heart out. You will briefly control Riku, and you need to

shoot the Dark Aura blasts at the "real" Xehanor as you make your way up to Sora and the "fake" Xehanor. When you get near Sora, press Δ to interrupt the spell. Once you control Sora again, you will more than likely have to heal right away to get back into the action. Finally, when Xehanor is just about to die, he will hail down a rain of lasers. Jam on the Reaction Command to reflect the lasers and hunker down for survival! Xehanor will become stunned, allowing you to go up and do a finishing combo to deliver salvation to all the worlds!

SPECIAL ENDING

There is a special ending sequence in *Kingdom Hearts II* which can be earned at both the Standard and Proud difficulty settings. You will not be able to see it in Beginner mode. In Standard mode, you will see the special ending if you complete everything in Jiminy's Journal, which means a Mickey logo needs to be affixed to every entry. In Proud mode, all you have to do is finish the game and you'll see the special ending. The normal ending appears after you beat the game at any of the three difficulty settings; if you've earned the special ending sequence, it will appear after the normal ending.



STEAMBOT

CHRONICLES

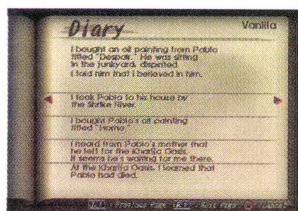


Strategy
Guide by
Charlotte
Chen

Atlus strikes again with another genre-defying game. What other company would bring you an amnesiac lead character named Vanilla Beans, a pack of bandits with a pachydermatous nickname like The Killer Elephants and giant robots all rolled up into one?

GAME TIPS

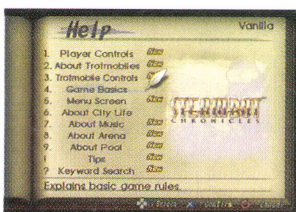
Memo Pad



Open the menu by pressing Δ , and select the "Item" option. Vanilla has a Memo Pad where he writes down

every last thing that ever happens to him, no matter how insignificant. If you ever forget what you were doing, open the Memo Pad for a refresher.

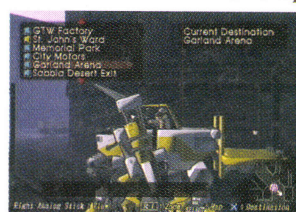
Help



There's also a very thorough Help feature in the menu. It

tells you everything, from how to control a Trotmobile to the basic rules of 9-Ball.

Trotmobile in the City



Out in the field, you have full control over the movement of the Trotmobile.

However, when you enter a city, you're given a list of destinations to select from, and the Trotmobile will move there automatically.

HOW TO READ THIS GUIDE

The gameplay in *Steambot Chronicles* is open-ended, although there are moments when you'll have to continue the main storyline in order to advance. On top of that, the main storyline splits into two paths near the end of the game, depending on whether you play a hero or a villain. There are also dozens of optional side quests to perform. Many of these can be completed even after you beat the game once. Flip to the end of the guide to check which ones cannot be completed after you beat the game. There are also several minigames, and hundreds of things to collect. The list below shows all the sections of the guide, plus their background colors, for easy reference.

I. Vanilla's Story

A. Part One

B. Part Two: Hero

C. Part Three: Villain

II. Side Quests

III. Minigames

A. Billiards

B. Battle Mode

IV. Collectibles

A. License Plates

B. Frames

C. Album Outfits

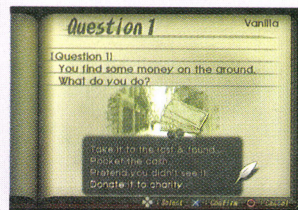
I. VANILLA'S STORY

A. PART ONE

Prologue

The four questions you're asked at the start of the game have the following effects:

1. Choose the fourth answer and you will collect more donations when you have a Donation Box equipped.
2. No effect.
3. The time of day you select is the one when you'll earn the most tips during musical street performances.
4. If you lead Vanilla down the "Hero" path, he'll perform the motion you select when Dandelion is looking at the sunset with Savory in his arms.



Seagull Beach

Speak to Connie and then try to walk out of the area. Speak to Connie again, then walk through the shack to the other side. Climb into the abandoned Trotmobile that's in the water. Ride it to where the exit was blocked and toss the boulder out of the way. Stop at the farmhouse to learn that Connie missed the bus. Keep going until you reach the Hayabusa Carpet Mill.

Hayabusa Carpet Mill

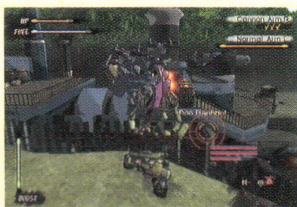
When the cutscene ends, walk forward from where you parked your Trotmobile and climb up the stairs. Basil is kneeling at a low wall, spying on a bandit. Walk through the garage to talk to the bandit and offer to switch places with him.



Speak to Mr. Peregrine inside the first floor of the building on the left to get one free Trotmobile Frame. Speak to Kain, the man in the white tank top who is standing by the fence, for a free Flatbed Frame. Approach Connie and Marjoram. When you're ready to leave, board your Trotmobile and talk to Marjoram, then ride toward the town of Nefroburg via Egret Brook—Midstream.

BOSS: Don Elephant

Right before the Don Elephant reveals itself, there are some Roosters that you can boost past. When Don Elephant appears, pick up those Roosters and throw them at it. There are also lots of boulders and even a small car that you can throw. When Don Elephant lowers a platform next to the bridge, climb onto it and attack directly.



Nefroburg



Select Nefroburg Bakery as your first destination and disembark. Follow Connie to her apartment. Get back in your Trotmobile and select the Nefroburg Station. Go up to the park in the central area and the Garland Globetrotter concert will begin.

Get back in your Trotmobile and defeat the Killer Elephants. Ride to Vladimir Real Estate and walk to the James Inn to spend the night. The next day, board your Trotmobile, select the Vision Ranch exit and walk across Wagtail Canyon to get to the ranch.

Vision Ranch

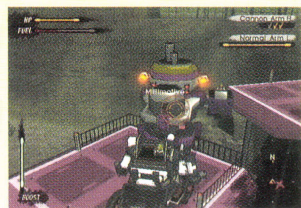
Ride to the center of the large field. You'll see a cutscene in which two brothers are playing with a Trotmobile. They'll point out Dr. Nutmeg's house to you. Park at Dr. Nutmeg's house and walk inside. When you get his attention, he'll give you Rosemary's medicine.



Wagtail Canyon

When you re-enter Wagtail Canyon, the Millimotive appears.

BOSS: Millimotive

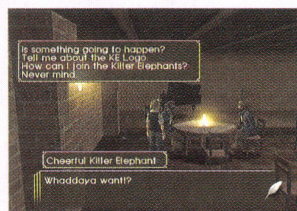


It's a Trotmobile made out of linked platforms with cannons on top of each one. Jump from platform to platform to destroy the cannons. When the Millimotive stops moving, drop down and punch it one more time to completely destroy it.

When the battle is over, you'll uncover a fossiliferous stratum where you can excavate Giant Fossils. You'll need to develop a Wide Flatbed to carry them, though, by buying two normal Flatbed parts and combining them.

Nefroburg

The Killer Elephants have taken over the town. Speak to Belmondo, then go to Connie's apartment (it's in the southwest, close to Port Motors) and speak to Rosemary. Walk to the Aphrodite Bar in the basement of the Siberian Musk Hotel, talk to the Cheerful Killer Elephant sitting near the piano and get an application form. Walk to the Nefroburg Museum and speak to the KE Chief of Personnel and hand it to him.



Go back to your parked Trotmobile and speak to the bandit standing next to it to change the license plate to the KE Logo. Get on board and select the Seagull Beach Exit to go back to Hayabusa.

Hayabusa Carpet Mill—Killer Elephant Hideout

Be sure to save before entering the hideout. Speak to the Killer Elephant leaning by the ladder behind the garage and he'll move out of the way. Walk toward the door with two posted guards. Climb down the ladder and enter the kitchen that's directly below. Switch with the chef, look at one of the giant meat chunks and cook something. Climb back upstairs and serve the meal to the boss.



BOSS: Boss Elephant



He starts shooting cannons instantly. Block or use your shield if you have one equipped. You can pick up the parked Trotmobiles and use them as shields and projectiles. This fight is a lot harder than the earlier ones; if you have any trouble defeating him, you should upgrade your Trotmobile. Return to Nefroburg.

Nefroburg

Park at the Nefroburg Bakery and go visit Rosemary. Spend the night at the James Inn, then go to the Nefroburg Station to find out that the Quail Tunnel is blocked. Offer to transport Connie across the Sabbia Desert yourself so she can get to Happy Garland. Select the Nefroburg Arena and take Jimmy's place in the tournament.

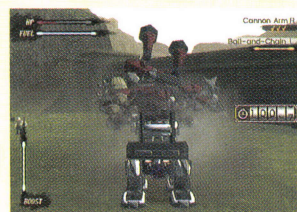
BOSS: Chucky

Get close enough to pick him up, throw him, then lock on and shoot him as he's landing. Repeat the process until he's defeated.



Fort Raven

Select the Sabbia Desert exit and ride along the path until you reach Fort Raven.



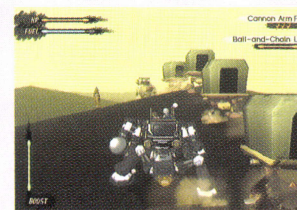
BOSS: Dudley

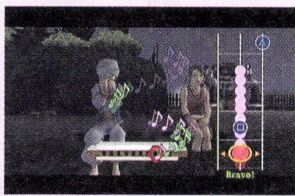
The instant you get inside the fort, you'll see Dudley trying to pick a fight. Challenge him. He's easy to defeat if you get in close and start melee attacking over and over again.

Delson asks you to escort his caravan across the desert, and gives you a Merchant Plate. Equip it. When you're ready to leave, look at the empty cots in the back of the marketplace and sleep until morning.

Sabbia Desert

While you're walking alongside the caravan, the Desert Hornet bandits will attack. The easiest way to fight them is to pick up one of their Trotmobiles and use it as a hammer against the others. You'll eventually reach an oasis where you can camp out.





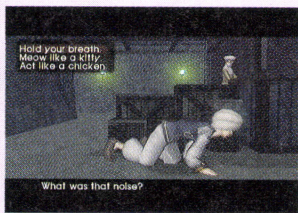
Kharija Oasis

Swim in the oasis, then walk along the side. Eventually you'll have a long conversation and then Connie will ask you to play a duet with her of "In Your Voice."

When you finish, she'll go to sleep. There's a Sage in the house at the opposite shore who will fully restore all your health and fuel for free. Go to sleep on the empty mat. There will be a disturbance in the middle of the night and you'll have to follow one of the merchants to the Desert Hornets Hideout. The camel walks really fast, so boost occasionally to keep up. When you get near the hideout, some Desert Hornets will attack. They have ground projectiles this time, so jump to evade them.

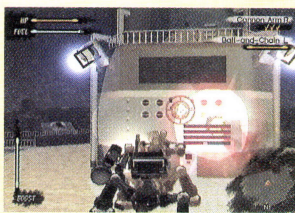
Desert Hornet Hideout

Ride up the slope behind the camel and park. Walk inside and sneak past the three guards. There's a long cutscene once you're reunited with Connie. Fix your Trotmobile, then save and go back to the Kharija Oasis. While you're leaving, Connie will give you the sheet music for "Impossible."



Sabbia Desert

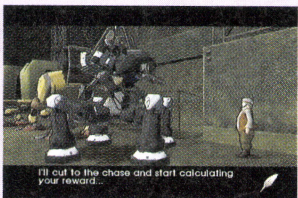
BOSS: Sand Castle



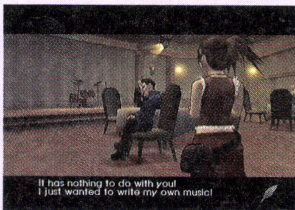
There's a huge Trotmobile that appears literally from right underneath your feet. It doesn't have very good mobility, so you can just walk right up to it and start hacking. It has a lot of health and sometimes submerges for a brief time, so it will take a while for you to defeat it. Return to the oasis and sleep until morning.

Alcazar de Condor

Delsen will pay you for your escort service, minus any damage. Go out the opposite door and ride up Zig Zag Way to get to Happy Garland.



Happy Garland

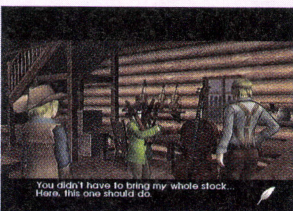


Select the Lobster Inn and walk inside to speak to the other band members. Ride to the H. Garland Station and walk to the Station Hotel. Speak to the receptionist to find out that Fennel is in the party room on the left. Speak to him, then return to the Lobster Inn.

Speak to Marjoram and choose an instrument to play during the concert. Perform well and you'll get the Poster of Basil. Offer to take Basil to Nefroburg—you'll also get the Band Logo plate. When you want to move on, sleep at the Lobster Inn until morning. Board your Trotmobile and select the Eurydika Exit.

Cuckoo Forest

Follow along the river and then park at the log building. Go inside the house for a dialogue sequence and you'll get a letter and sheet music from Dandelion. Go upstairs and speak to Tonio, then head downstairs and Dandelion will be done repairing the bass. Return to Happy Garland and select the Lobster Inn.



Happy Garland

In the Lobster Inn, talk to Connie while she's on stage. Do well and you'll get the Poster of Marjoram. Sleep until evening and then meet Savory at the restaurant on the first floor of the Riverside Hotel. Return to the Lobster Inn and sleep until morning. Go to St. John's Ward and walk up to the third floor Director's Office. Go to the H. Garland Station to meet the band, then exit and leave through the Neuhausen Exit.



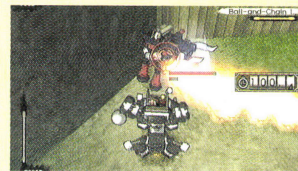
Skylark Farms

Dudley is blocking the gate leading to Neuhausen. Give his letter to Aloe, the young woman at the farm. She'll give you a letter to give back to him. You'll also get "Pete's Letter" from Eric (it will come in handy later).



BOSS: Dudley

He has a flamethrower now, so watch out for it. Otherwise, he's just the same meathead. After you defeat him, go through the gate.



Neuhausen



Select the Strand Pier and then park and climb up the steps to the deck of the ship. Marjoram gives you the sheet music for "I Cry." If the band performs well, you'll get the Poster of Savory. When you leave the ship, a man will approach you with a business proposal. Go to the Neuhausen Arena and speak to the receptionist to start the fight.

BOSS: Jimmy

It doesn't matter if you throw the game or not.



Sleep at the Blue Marine Inn until morning. Park at the Neuhausen Station, then walk to the run-down shack by the dock warehouses. It's on the side of the "3" building. Walk inside and you'll reunite with the other people who were on the boat that wrecked on Seagull Beach.



Captain Ciboulette asks you to get the Sailing License from the Captain's Room of the wrecked S.S. Juniper Berry. Harvest the water frames from the broken Trotmobile next to the shack and equip them. Get a ticket for Happy Garland at the train station. From there, you either have to walk all the way back to Seagull Beach (Happy Garland → Sabbia Desert → Fort Raven → Nefroburg → Seagull Beach) or take a train to Nefroburg for a shortcut. You can open the train line between Happy Garland and Nefroburg if you clear the bandits in the Quail Tunnel. Check Mission 2 in the Part Three: Villain section on Page 26.

Seagull Beach

The ship is smashed in the middle with a huge boulder. Ride right up to the gap, park, then walk inside the ship. Check the ship for some nice salvage items, then go to the Captain's Room for the Sailing License. Return to Happy Garland. Be sure to save before you enter the city.

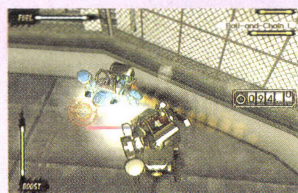
Happy Garland



When you get back, you'll be asked to enter the UTC (Ultimate Trotmobile Championship) in Dudley's place. You should fix up your Trotmobile prior to fighting.

Ultimate Trotmobile Championship Round 1: Jimmy

He'll try to pick you up right away. There are explosive barrels on two sides of the arena that you can try to either throw or herd him into.



Round 2: Fennel

He likes to use long-range missile attacks, and is vulnerable to thrown projectiles or close-range hits.



Round 3—Schneider

He is really fast and likes to pick up the objects around the arena, and you. Keep your distance if you can. I found the Trident works well.



Round 4—Elder

He's fast and heavily armored, with a lot of firepower. Keep up and wait for your opening.



Winning the UTC gets you the Champion Belt, the S Rank plate and 10,000 UR.

!!Two Roads Diverge!!

From this point onward, you can choose to be a good guy and help out the Garland Globetrotters, or you can join the dark side and accept Comfrey's offer to join the Bloody Mantis. I'll describe both paths and you can choose whichever you like.



B. PART TWO: HERO

[Note: Skip to the Part Three: Villain section starting on page 26 if you want to be a bad guy instead.]

Neuhafen



Give the Sailing License back to Captain Ciboulette. Speak to her a second time to get the Mini Engine. Go to Port Motors to get the Emergency Bed attached, then return to the docks and transport Mallow to Eurydika via Happy Garland. Walk past Dandelion's Instrument

shop and into the clearing.

BOSS: Spiker

There is only one vulnerable spot underneath its belly where something extends and retracts occasionally. Shoot or punch it when it becomes visible and just stay near it the rest of the time. Head east after the battle (there is a sign for Eurydika).

Eurydika

BOSS: Dudley

This guy again. The first time you defeat him, he'll get mad and jump to the top of some scaffolding. Hit him a few times and everything will collapse, revealing some hot springs.



Go into the large building on the right and carry Mallow up the ladder to the bedroom upstairs. Return to Happy Garland.

Happy Garland

Marjoram and Basil will meet you at the gate. Go to City Motors and get a Carriage equipped. Select the Sabbia Desert Exit and ride toward Alcazar de Condor.



Alcazar de Condor

Join the army, then go straight across the desert to the Bloody Mantis Hideout. You get the Civ. Army plate.

Sabbia Desert—Occupied Oil Refinery

The Bloody Mantis has constructed a huge fence blocking off access to its side of the desert. You'll have to trek to the open space that's near the Desert Hornet Hideout and then turn toward the oil wells. When you get there, you'll see Comfrey, who tried to recruit you earlier. Refuse to enlist. Go back to Alcazar de Condor.



Alcazar de Condor



Return to Alcazar de Condor, speak to Marjoram again, then park and talk to Dandelion. Climb up the battleship and participate in the concert. After the set, the band will give you the Poster of Connie (or Savory). After the dialogue sequence, Dandelion will give you a Violin.

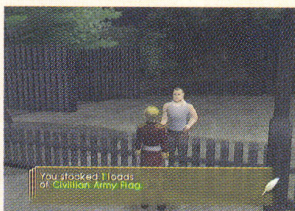
Speak to Marjoram and tell him you'll bring back Lumber from the Cuckoo Forestry. Equip a Flatbed so your Trotmobile can hold the supplies. From Happy Garland, choose the Eurydika exit and ride to the clearing past Dandelion's Instrument Shop. Head down the southern path to find a lumberjack. He'll give you lumber and the Light Pod Grill.





Speak to Marjoram and tell him you'll get Steel Beams from the GTW Factory in Happy Garland. When you get there, the worker will give you the Steel Beams and the Horned Roof.

Bring everything back, speak to Marjoram one last time and agree to get the Civilian Army flag from the Hayabusa Carpet Mill. You'll have to go back to Nefroburg and take the Seagull Beach exit to go back there. In Hayabusa, speak to Kain, the man standing outside the fence near the parking cone. He'll give you the Pinwheel Roof and the flag.



Return to Alcazar de Condor and speak to Marjoram again. Park, then sleep on the cot that's under the tent right next to the parking spot until morning. Get on top of the battleship by jumping up from the rear and walk to the front where Captain Ferguson is standing in his Trotmobile.

BOSS: Dirge Cutter

In a huge battle sequence, the Civilian Army Battleship and the Bloody Mantis Battleship will fight. You're a tiny speck on deck until you hear the command to deploy the Trotmobile units. Mainly target the battleship, but watch out for the soldiers. Stay back at first and use a sniper rifle. When close, pick up the Junker Trotmobiles and whack them against the side of the ship, jumping all the time to avoid missiles. When you return to the fort, you'll find that Connie has left you a message to meet her in Nefroburg.



Nefroburg

Park at the Nefroburg Bakery and go to Connie's apartment. Take the Trotmobile to Nefroburg Motors to attach the Emergency Bed. Go back to the apartment and talk to Connie again. Take her and her mother to Eurydika via Happy Garland.

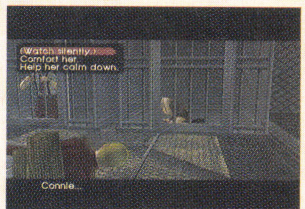
Eurydika

Park and carry Rosemary to the house by the well. Stay until morning (sleep at the inn). Go back to Dandelion's Instrument shop, then follow Fennel across the bridge to Owl Forest. You can fight or avoid the enemy Trotmobiles along the way. Head through the tunnel and listen to Fennel and Dudley's plan. Park and enter the building.



Owl Forest—Mysterious Facility

Walk up to the strange facility and enter through the door on the side. Climb up the ladder and head toward the back of the facility. You'll find Connie again.



Vision Ranch/Skylark Farms

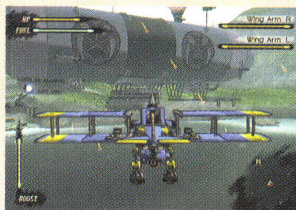


This is one of the most annoying parts of the game, especially if you didn't clear the Quail Tunnel. Remember the letter you got from Pete at Skylark Farms? Take it to Vision Ranch and give it to Eric (he'll be standing next to a post near the sheep pen during the day and inside the house at night).

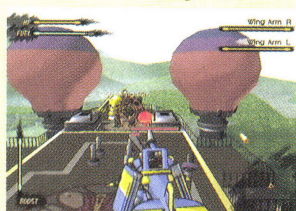
Take Eric's Cheese to Skylark Farms and give it to Pete. During the day he stands near the windmill on the hill. You can't talk to Pete at night. Take the Paper Dragonfly to Vision Ranch and give it to Eric.

Vision Ranch

Save your game and walk inside Dr. Nutmeg's laboratory. He'll give you the Propeller Front, Tail and two Wing Arm frames. Board your Trotmobile and ride it into the workshop to get the new parts attached. Tell Dr. Nutmeg, "It's go time!"



BOSS: Gold Kingdom



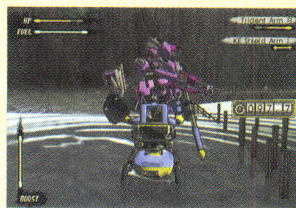
Fly underneath the Grand Finales blimp and you'll hear Connie shouting from the platform. Approach to start a cutscene, then the platform will move above the blimp. Fly above the blimp and land. You have no weapons equipped, so just pick up the stuff on the deck and

throw it at the boss. If you get knocked off the blimp, you'll automatically fly. Unplug the valve and the blimp will crash.

Speak to Marjoram to get repaired and also to fix up your Trotmobile with at least one ranged weapon, like the Sniper Arm.

BOSS: Wild Strawberry

She can track you even when you're jumping, so stick to blocks and dash sideways to evade. Do not try to melee unless you have a mid-range weapon like a Trident Arm or Spiked Ball equipped.



Speak to Marjoram and Basil to get the Stage Arm, the Claw Arm part and the Normal Body L part. Marjoram can help you equip them.

Marlett Falls



BOSS: Wild Strawberry

When you enter, you'll start falling down the waterfall. Just hack at her with a Buzzsaw Arm or Claw Arm. If you put on the Normal Body L, you have a lot more defense now.

BOSS: White Requiem

This is similar to your waterfall fight with Savory. Just keep hitting him as you're carried along by the current. Eventually you'll end up on Seagull Beach.



BOSS: White Requiem

The battle on shore is pretty easy. Just jump to avoid his missiles and shoot back at him. If you didn't equip a ranged weapon, it will be a lot harder, as you'll have to scrounge for rocks to throw at him.



C PART THREE: VILLAIN

Happy Garland



ask you to perform. After you enlist, police trotmobiles will be patrolling all the areas between cities.

MISSION 1: Destroy the Caravan

Your first mission is to destroy a caravan that's crossing the Sabbia Desert. The Desert Hornets will attack the caravan at the same time, so you'll have to defend against them while you attack the caravan. Finish the job and head back to the hideout for a reward and a promotion to Sergeant.



MISSION 2: Eliminate Tunnel Bandits



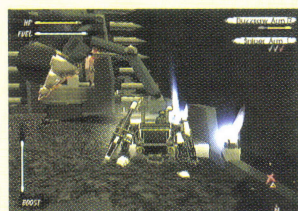
Go to the H. Garland Station and walk through the loading area to get to the back office of the ticket counter. Tell the Restless Stationmaster that you'll help to clear the bandits out of the Quail Tunnel. Equip your Trotmobile with Spider Legs, good defense, one melee and one ranged weapon, then save and speak to Keith in the loading area. The station employees will load you up on a cart, which can repair your armor if you're low on health. Look at the front of the cart; if the indicator appears (those three orange dashes), then you can heal yourself.

BOSS: Steam Village—Munitions

There are four cannons mounted on the machine, two on each side. Take those out first, then attack the center.



BOSS: Steam Village—Coal Car



There are four cranes mounted on the sides which are manned by individual bandits. You can't auto-target them, but if you attack them, the cranes will break down. The main pillar rises and falls on either side of the coal car. Use a ranged weapon to attack it when it rises, since it's difficult to move and melee attack in the coal.

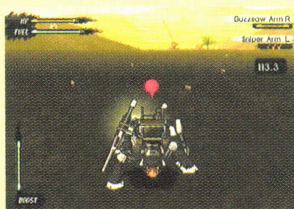
BOSS: Steam Village—Engine

The steam village starts to hurl huge gears at you, but you can dodge these pretty easily. Get close enough to shoot it. If you're out of ammo, you'll need to climb up on the spinning disc and hit the weak spot directly.



Speak to the Stationmaster after the mission is done and you'll get the Tunnel Man plate. Head back to the Bloody Mantis Hideout for your next mission.

MISSION 3: Abduct Sheep



Now that the Quail Tunnel is clear, you can take a train straight to Vision Ranch. If you're broke, you'll have to walk through the Sabbia Desert to get there (Happy Garland → Alcazar de Condor → Sabbia Desert → Fort Raven → Nefroburg → Vision Ranch). If you get to Vision Ranch by train, you'll have to walk over to the entrance near Wagtail Canyon to trigger a cutscene. Your partner will set up a makeshift corral for you. Grab sheep two at a time with your Trotmobile and drop them inside the fenced area. Head back to the Bloody Mantis Hideout for your next mission.

MISSION 4: Egret Potatoes

Stick on a Tank frame, then head to Nefroburg by train or Trotmobile and sleep until nighttime. Leave through the Seagull Beach exit and go to the farmhouse where Connie first missed the bus. Stand on one of the green fields next to the farmhouse and you'll be able to snatch a few potatoes.

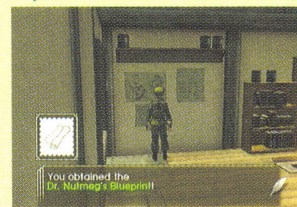


BOSS: Farmer

This fight is very easy. Defeat the farmer and head back to the Bloody Mantis Hideout in Happy Garland with your illicit spuds.

MISSION 5: Steal Nutmeg's Blueprints

Attach some ranged weapons to your Trotmobile, then take the train to Vision Ranch. Just inside the front door of Dr. Nutmeg's house, turn left to see the blueprints pasted up on the wall.



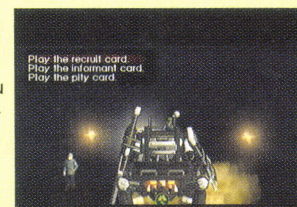
BOSS: Dr. Nutmeg's Mecha Lab



The entire garage gets up and starts chasing you. Keep your distance and fire away. If you jump over a fence, the Mecha Lab will sometimes get stuck behind it, allowing you to get in some free shots. When it's defeated, go back to the Bloody Mantis Hideout.

MISSION 6: Civilian Army Recon

Get into the Sabbia Desert through Nefroburg and Fort Raven. You are not allowed inside Alcazar de Condor while you are working for the Bloody Mantis. Walk to the Occupied Oil Refinery in the southwest part of the Sabbia Desert. You'll be asked to go spy on the Civilian Army. Walk to Alcazar de Condor and speak to Connie, Marjoram and Basil. Make sure not to quit the Bloody Mantis if you want to stay a bad guy.



Speak to the men standing near your Trotmobile, then report to Comfrey at the Oil Fields across the Sabbia Desert. Walk in and out of the room and Comfrey will give you another mission.

MISSION 7: Gather Supplies

I chose the wheat mission. Equip a Flatbed at the Oil Fields or when you get to Fort Raven. Speak to the Earnest Mantis standing just outside the fence of the marketplace, between the marketplace and the bus stop. He'll give you the wheat and a Mantis Windshield. Report

back to Comfrey at the Oil Field base and select another mission.

MISSION 8: Gather More Supplies

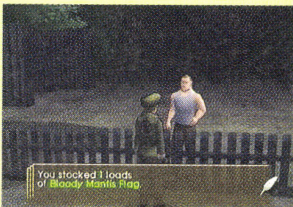
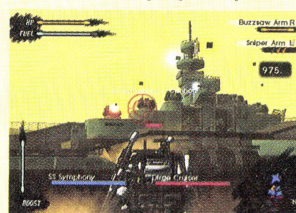
I chose the honey mission. Equip a Tank and then go to the Pantano Swamplands, which are on the outskirts of Nefroburg. Go to the Honeybee Gardens and speak to the woman inside the house to get the honey and the Vine Roof part. Head back to the Oil Fields, talk to Comfrey and get another mission.



[Note: If you arrive during the day, you'll have to fight Dudley, who is burning flowers with his flamethrower. Defeat him, then climb down the ladder in the house to find the family hiding in the basement. They're useless after this traumatic event, so return to the closest mechanic pit stop and sleep until morning. Go back and get the honey.]

MISSION 9: Flag Transport

Equip a Flatbed, then go to the Hayabusa Carpet Mill to get the Bloody Mantis Flag and the Axe Arm part. Report back to the Oil Fields and get your Trotmobile ready for battle. Speak to Comfrey in the morning.

**MISSION 10: Crush the Civilian Army****BOSS: S.S. Symphony**

You'll have to wait until the command is given to deploy the Trotmobile unit. Drive across the desert and try to target the battleship (random civilian army Trots get in the way). Pick them up and use them as projectiles, but make sure not to get surrounded. Speak to

Comfrey after the war is over and you'll get another mission.

MISSION 11: Get Investigation Report

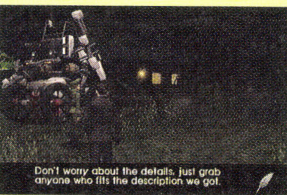
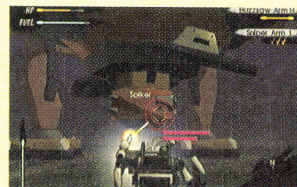
Ride to the Desert Hornets Hideout and get a report from Nora. Go to Bloody Mantis Hideout in the basement of the Fashion Poseur in Happy Garland and speak to Comfrey to get another mission.

**MISSION 12: Connie and Mallow Abduction**

Choose the Eurydika exit and walk along the river past Dandelion's Instrument Shop. When you enter the clearing before the entrance, a large Trotmobile will attack.

BOSS: Spiker

This is an easy boss that has a weak spot on its belly. You can't target it until it extends. Shoot until it collapses. Take the eastern exit of the clearing to go to Eurydika.



In Eurydika, park and go into the house next to the well to kidnap Connie and Mallow.

BOSS: Basil

Your evil ways have turned your former friends into enemies. Basil's pretty fast, so stay out of reach or he might pick you up.



After the battle, take your hostages back to Happy Garland to meet 0007, who opens a path to the Owl Forest for you. Run past the police barricade (boosting and jumping to avoid them) and through the tunnel. Leave Connie and Mallow with Comfrey. When you speak to

Comfrey again, he'll put your Trotmobile on the Grand Finale. Get onto the Grand Finale and speak to Comfrey to get your last mission.

MISSION 13: Bomb Happy Garland

Get onto your Trotmobile and pick up the bomb, then throw it onto Happy Garland below. Climb up the ladder and go to the rear of the blimp, where Connie is being held. You can speak to her if you want, but if you really want to see your "bad guy" role through, make sure you don't quit the Bloody Mantis. Keep climbing up and go through the rear door to talk to Bergamot. After the cutscene, you have two choices—you can be loyal or you can try to overthrow the leader. If you swear loyalty, you'll have to prove it. If you want all the power for yourself, you're in for two Trotmobile battles.

**BOSS: Sarriette**

She's very fast, so try to pin her down and get in some strong melee attacks. It's a large arena, so try to keep her in range. If you manage to defeat her, Elder will show up to fight you as well.

BOSS: Elder "White Phantom"

He's fast and has more defense, so be patient. Use ranged weapons at first. When you're out of ammo, switch to throwing projectiles, then melee. Take him out also and you'll become the new leader of the Bloody Mantis. If you lose either battle, you'll be forced to do the same thing as if you swore loyalty in the first place.



CLEAR DATA

When you finish the game, you can save clear data to your memory card. Load your game from this save and you'll see a new cutscene that takes place one year later. There are still plenty of side quests to complete and items to collect. You'll get a Letter from Connie that asks you to meet her.

Connie only appears on Seagull Beach after you talk to six different people. Here are their names and locations.

Marjoram	Inside the Food Store in Happy Garland
Fennel	Station Hotel in Happy Garland
Rosemary	House by well in Eurydika
Dr. Nutmeg	Vision Ranch (you might have to fight the Mecha Lab before you can leave)
Basil	Nefroburg, in the underpass that's near Nefroburg Station
Mrs. Echinacea	In her apartment in Nefroburg

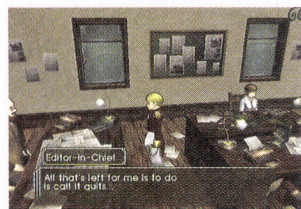
You can find Connie on Seagull Beach. When she turns around, you'll be given a selection of dialogue. If you choose "I challenge you," you'll fight in a Trotmobile battle. This is the only time you're able to fight her.



II. SIDE QUESTS

These are the major non-essential side quests that you can perform. The ones marked with an asterisk (*) are the ones that you must complete before the end of the game. Many side quests require you to follow a chain of events across several days. If you're stuck, sleep until the next day. Also note that you won't be able to do most of these side quests as a member of the Bloody Mantis, because no one will speak to you.

The Urban Times*

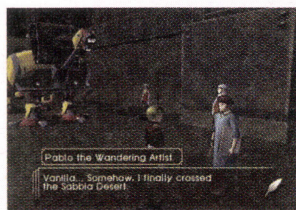


The building next door to the Stock Exchange in Happy Garland is a newspaper office. Sales are way down and the employees are depressed. Speak to the Editor-in-Chief and offer to help. There are five major events you can report before they take place: Boss Elephant fight, clearing the Quail Tunnel, the Bloody Mantis interview, the war between the Bloody Mantis and the Civilian Army and taking down the Grand Finale. In return for your information, you get money and stocks. If you don't report anything before the end of the game, the company will go bankrupt and you can no longer complete this side quest.

Pablo, the Poor Artist*

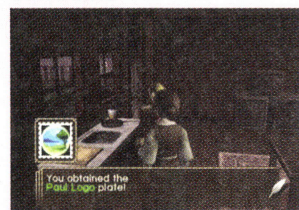
The following is a list of the steps you must follow to complete the Pablo side quest. You can do this after the ending, but you must have reported at least one piece of news to the Urban Times.

- Find Pablo wandering around in Nefroburg and buy two paintings from him.
- Transport Pablo from the Nefroburg NW bus stop to Fort Raven.
- Buy one painting from him in Alcazar de Condor.
- Transport Pablo from Alcazar de Condor to the Happy Garland SW bus stop (it's right next to the mechanic pit stop).
- Find him looking at the sunset near the edge of Happy Garland Memorial Park and buy another painting.
- Go to Happy Garland University (it's across the street from the parking cone for H. Garland Station). Speak to the art students to find out that their professor is missing.
- Speak to Lance at the Urban Times and tell him about Pablo.
- In the bottom floor of Garland University, you can sell Pablo's paintings for an exorbitant price to the art dealer. Go to art classroom and speak to Pablo. Buy another painting and sell that one, too.



i. After a while, you can buy the paintings back from the art dealer for a low price. Go to the GTW Factory to find Pablo sitting next to the junk pile in the backyard. Buy his painting.

j. Go out the Martlett Falls exit of Happy Garland, then transport Pablo from the Happy Garland east bus stop to the Shrike River Farm bus stop. It's right across the stream.



k. Buy another painting from Pablo while he's at the Shrike River Farm.

l. Speak to Pablo's mother after at least a day has passed, then go to the Kharija Oasis.

m. Receive Pablo's Beret and one last painting.

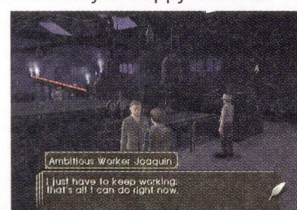
n. Go back to Shrike River and give Pablo's Beret to his mother.

o. Return the next day and talk to Pablo's mother again. You'll receive the Paul Logo plate.

Ambitious Worker Joaquin

When you're in Nefroburg, walk around town and you'll find Joaquin, who asks you if you think he has potential to become a rich man. Here's how to help his dream come true. If you've beaten the game, you'll find him at the GTW Factory in Happy Garland.

- Speak to Joaquin.
- Clear the bandits from the Quail Tunnel.
- Go to Happy Garland and speak to Algernon in the kitchen area of the party room (where Fennel is sitting) of the Station Hotel.



on the second floor of the Station Hotel.

- Go to the Memorial Park at night to find Rosa sitting on a bench. Speak to her to find out that she wants to sell her stocks.
- Speak to Joaquin on separate days, until he says he wants to buy some stocks.
- Go to the Connecting Walkway between the Station Hotel and the Riverside Hotel at night and tell Rosa that Joaquin wants to buy some stocks. It's through the double doors near the top floor of the Riverside Hotel.



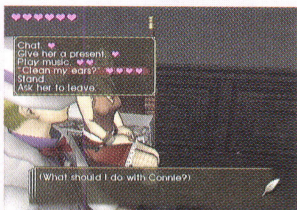


m. Go to Joaquin's office, which is Bergamot's old office in the Bloody Mantis Hideout below the Fashion Poseur in Happy Garland.

Pimpin': Connie, Savory*, Ciboulette

There are three women you can invite over to your apartment for some private time as long as there are no other events currently going on in the game. Connie and Savory will visit you at your apartment in any of the three cities: Nefroburg, Happy Garland or Neuhausen. Ciboulette will only meet you in Neuhausen. You have to complete the Vladimir Real Estate side quest to get a place in Nefroburg.

a. **Connie:** Make sure you have a bed in your room and a Lil' Swabby in your inventory. The Lil' Swabby can be bought at the Furniture Store in Happy Garland. When there are no events going on, speak to Connie and invite her over. Meet her at the appointed time. Tell her she's cute, and answer her honestly (otherwise you have to start all over again). Make her tell you about herself. If you do everything right, she'll say that she likes you. If you screw up, she'll say that she likes donuts. Go sit on your bed. Boost Connie's heart meter to at least five by giving her presents like Donuts or Honey. Choose "Clean my ears?" (GROSS!) While she's distracted by your waxy build-up, choose "Make your move."



b. **Savory:** Invite Savory over and meet her at your apartment in any city. Tell her that Connie is cute, and that you joined the Garland Globetrotters because of her. Make her clean your ears, then make your move. Savory likes expensive presents like Gems, so give those to her to boost the number of hearts.

c. **Ciboulette:** Invite Ciboulette over and meet her at your apartment in Neuhausen. Play music to entertain her. Next...you guessed it, ask her to clean your ears before you make your move. The amount of hearts can be boosted up if you give her certain presents (Milk, Sheep Milk and Yogurt).

Vladimir Real Estate



The first time you walk toward Fort Raven and Sabbia Desert from Nefroburg, you'll pass by an abandoned house on Zibala Hill. Vladimir is sitting outside on a bench. Tell him that you'll help, then go back to Nefroburg and speak to the Man in Black who is in the lobby of the James Inn. Make something up to make him leave. The next day, you'll find Vladimir at his office.

Museum Exhibit Recovery

You can perform this side quest after The Killer Elephants wreck the Nefroburg Museum.

a. Belmondo will give you an Excavation Permit (this happens automatically during the story when you see the Garland Globetrotters off at the station).

b. You can find an Excavation Point in Wagtail Canyon (after defeating the Millimotive while returning from your first visit to Vision Ranch) and in the Martlett Falls (accessible from Happy Garland).



j. Sell the stocks to Joaquin. He gives you the Pile Bunker and 8,000 UR.

k. Return to the Connecting Walkway at night.

l. After the end of this event, go to the Station Hotel and speak to Joaquin again (he should be sitting on the couch).



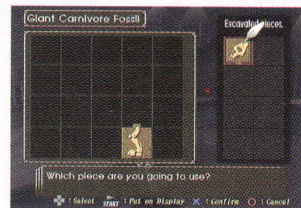
you need to go inside and speak to Belmondo to donate it and get money. When a Giant Fossil is cleaned, you'll be paid automatically by the Fossil Cleaner. When you have enough Giant Fossil parts, you can look at the labels on various podiums in the museum and try to piece the parts together in a minigame.

e. In addition to fossils, you can donate artifacts that you find in the Eurydika Mines, Tempio di Lorimar and the Fenn Ruins.

f. When you complete the museum's collection, Belmondo gives you the plate.

c. You can excavate small fossils with a Flatbed, but you'll need a Wide Flatbed for Giant Fossils. Buy two Flatbeds and develop them at a garage into a Wide Flatbed.

d. Speak to the Fossil Cleaner outside the Nefroburg Museum. When a regular Fossil is cleaned,



Timid Charles



You can't complete this side quest until you've defeated the Boss Elephant. Timid Charles is the blond man wearing the blue shirt who walks around near Vladimir Real Estate. He eventually asks you to help him learn the name of the Strong-Minded Woman (the woman wearing a

white blouse and blue skirt with short brown hair) who can be found near Nefroburg Arena in the morning. Find out her name (it's Sheryl) and tell Charles, then give him the Cooking Recipe. The next morning you can go to Nefroburg Bakery and find his food cart outside. Speak to Sheryl about the food cart and tell Charles that she noticed him.

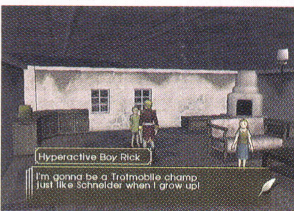
The Nefro Metro

When you're taking Connie to the Sabbia Desert, the Bus Company President will stop and ask you to help him out. He'll give you the Nefro Metro plate. From now on, if you have a Carriage equipped, you can pick up passengers at bus stops and make some extra dough.

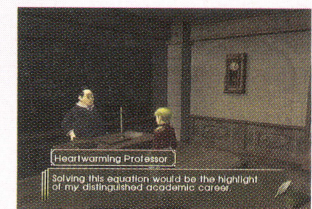


The Zibala Hill Orphanage

Inside the same abandoned house where Vladimir was hiding, you'll find Sister Kate taking care of three orphans: Rick, Robert and Flora. You can find homes for all three orphans.



a. **Rick:** You can't help Rick until after you've been to Neuhausen to meet Don Puccini. Speak to Rick to find out that he's obsessed with Trotmobiles. Go to the Neuhausen Arena and find Don Puccini in the basement bar below the billiards area. Take his letter and donate it to Sister Kate.





c. **Flora:** Speak to Flora, then go to the outdoor patio upstairs and look at her dead flowers. Tell her they're all dead. Equip a Tank and then go to the Honeybee Gardens (just walk straight from the abandoned house to the Pantano Swamplands and to the gardens) and speak to the Beekeeper's Daughter to get some Cosmo Seeds. Walk into the spring next to the flower fields and look at the crack to get a load of Spring Water.

Give the seeds and water to Flora (you have to wait a day to give her the water). The flowers will eventually bloom and Flora will give you a "thank you" letter to deliver. Get a response from the Beekeeper's Daughter and give it to Sister Kate.

Goodbye, Sister Kate

When all three orphans have found new homes, Sister Kate will move on as well. Speak to her after the last orphan is gone, then wait a day and return to the abandoned house. There's a letter from Sister Kate, the Weary Nun plate and also a Donation Box.



Let's All Go to the Movies!

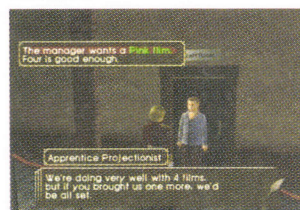
The Nefroburg Theater is completely destroyed after The Killer Elephants wreck the town. (It's the building with the blue and red striped awning above it, across the street from the Nefroburg Arena.) You'll have to find and return five Film Reels.

Film Reel 1:

Speak to the Pro-

jectionist Apprentice and he'll tell you that Dino from the Nefroburg Arena has films. Go to the arena and through the doorway marked "Apron" next to the receptionist. Go downstairs and you'll see Dino (the flamboyant man in the tight red shirt). Speak to him twice and he'll give you the key to his room. Go to the Siberian Musk Hotel and downstairs toward the Aphrodite Bar. Before entering the bar, check the door on the side. You'll get Film Reel 1—but at what cost?!

Film Reel 2: After the orphan Rick moves to Neuhausen, speak to Don Puccini to get this film.



Film Reel 3: Inside a chest in the Bloody Mantis Hideout in Happy Garland.

Film Reel 4: Inside a chest behind the counter of an abandoned store to the left of the inn in Eurydika.

Film Reel 5: After you've returned all four of the previous films to the theater, speak to the owner and then to the Projectionist Apprentice to get Film Reel 5.



Reading is Fundamental

There are 10 Classic World Literature volumes scattered throughout the game. Each one contains an amusing children's story.

Classic World Literature 1: Inside a chest in the back of the Egret Potatoes farmhouse.

Classic World Literature 2: Leave Nefroburg through the Vision Ranch exit, then climb up the left side of Wagtail Canyon so you can enter the Pantano Swamplands. In the area between Wagtail Canyon and the Pantano Swamplands, you should find a pit stop next to a door leading back into Nefroburg. Enter and sell something to the materials manager standing on the staircase and he'll open the gates that blocked the area. Return on foot and open the chest.

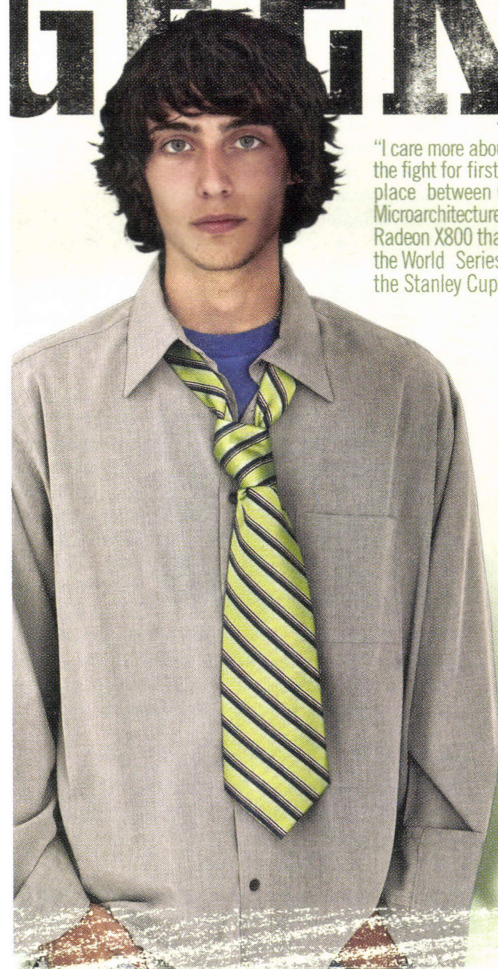
Classic World Literature 3: Inside the bathroom area of the Killer Elephant Hideout.

Classic World Literature 4: Underwater, near the boy sitting on the pier of the Kharija Oasis. Go swimming to open it.

Classic World Literature 5: In a chest underneath Dandelion's Instrument Shop.



I'M A GEEK.



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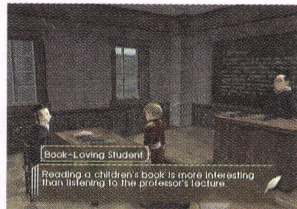
Classic World Literature 6: Speak to the Book-Loving Student in the Literature classroom of Garland University while you have at least one other volume in your inventory.

Classic World Literature 7: It's on a bookcase inside the small office in the Bloody Mantis Hideout.

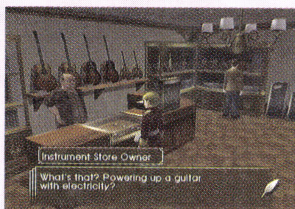
Classic World Literature 8: Complete the railroad to Meme Village, then take a ride there and tell the mayor you'll play a concert. After the concert is over, speak to McCartney during the day. (You might be able to sleep in the hay of the goat stable—if it's been cleaned). Defeat him and he'll give you the book.

Classic World Literature 9: Inside a chest in the abandoned schoolhouse in Eurydika, next to the bed where you left Mallow.

Classic World Literature 10: Go to the used bookstore in Happy Garland after you have the first nine volumes and you can buy the tenth. When you speak to the Book-Loving Student in Garland University with all 10 books in your inventory, he'll give you "Secrets of Your Room." If for some reason you discarded any of the books or gave them away, you can buy any of the ones you already found at the Happy Garland used bookstore.



Electric Guitar



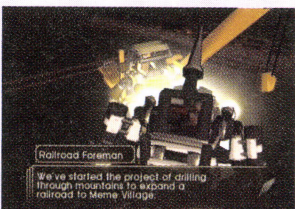
You can't complete this mission until after you get the Mini Engine from Captain Ciboulette in Neuhausen and the Mini Generator from the man by the Skylark Farm river after you clean it. When you reach Happy Garland for the first time, speak to Fennel in the Station Hotel and offer to help him out. Go to Grace Instruments and buy a Guitar, then ask the owner for advice. Go to the GTW Factory and walk into the City Motors garage on foot from the rear. Speak to George on the second floor and ask for help.

Meme Village Railroad

When you get Water Resistant M in Neuhausen, you'll be able to swim across Lake Luminoso in Vision Ranch.

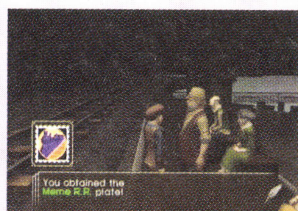
BOSS: Deep Discovery

You can't attack it until it surfaces. Stay near the periscope so you're on deck when it rises. Dodge the torpedoes and avoid the mines. When you sink it, you'll fall inside and have to destroy several cores. This boss regenerates every Wednesday.



Speak to the Mayor of Meme Village and take his letter to the stationmaster in Nefroburg (just walk past the ticket counter and to the side entrance of the office). Tell him he should extend the rail service to Meme Village. Equip a Flatbed and get some Lumber or Steel Beams, then take them to Vision Ranch and give them to the workers. The rail will be complete after one day.

Swim across Luminoso Lake to Meme Village and move the boulder off the tracks. Speak to the mayor to get a new plate. After another night has passed, speak to the mayor again to play a concert and also get a new song. Gabe will leave and end up in Eurydika if you placed the classified ad for the miner.

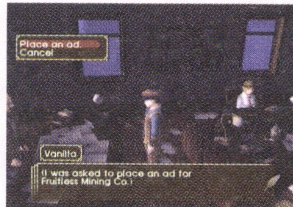


Eurydika Hot Springs Resort

When Dudley accidentally uncovers the hot springs in Eurydika, a man there will think about building a resort. Speak to him until he decides to build one, then bring him some Lumber. When he finishes building it, he'll give you a plate and the "History of Eurydika." After you beat the game, Connie will swim in the springs during the night.



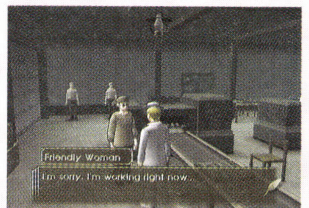
Eurydika Mining Company



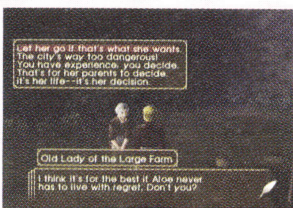
There's a Mining Man standing in front of the entrance to the Eurydika Mine (it's up the slope). Offer to help. Go to Happy Garland and speak to the Editor-in-Chief of the Urban Times, which is next door to the Stock Exchange. Choose any tagline. When some workers have shown up at the mine, you can speak to the Mining Man to get some more stocks.

Saffron

Speak to the Friendly Woman in the GTW Factory during the day. In the evening, go to the GTW Factory and she'll be walking toward the Garland Arena. Go to the second floor fighter's area of the Garland Arena at night and you'll find Saffron wearing a purple outfit and standing next to a red Trotmobile. Speak to her, then go talk to the Garland Arena receptionist and either enter the tournament or watch it. When the receptionist says that there are no more battles that night, return to the GTW Factory and check the locked shack in the junkyard of the GTW Factory. Walk back toward the GTW Factory across the small bridge and you should see Saffron walking back in her worker uniform. Follow her until she gets onto her doorstep, then speak to her before she goes inside. Input "Saffron" as her name. Go inside and down the ladder. You'll get the Mask Grill. Return a day later and speak to Ricky when Saffron isn't there. After he leaves, follow him and speak to Saffron again. You'll get the Saffron plate.



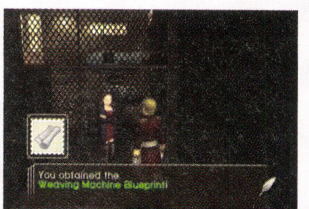
Aloe's Dream



The young woman at Skylark Farms longs to move to the big city. You can meddle in her affairs by speaking to her mother, to Aloe, to her father and to Joseph. Depending on what you say, Aloe will either move to Happy Garland or she'll marry Joseph. When you're speaking to Joseph, you can choose "You should be true to yourself" and "I have no idea what to tell you, man" to make her marry or not marry him.

Hayabusa Carpet Mill Industrialization

Walk inside Port Motors in Neuhausen on foot and look for the Awkward-Feeling Woman in the back to get the Weaving Machine Blueprint. Take it to Mr. Peregrine at the Hayabusa Carpet Mill. In one day, the machines will be done. Speak to Mr. Peregrine and turn on the electricity by flipping the switch in the windmill. Now you can go to the Killer Elephant Hideout and ask the Killer Elephant Bandit wearing red (he's looking at the Don Elephant) to develop a Throwing Arm for you, using a Normal Arm and a Steel Beam.



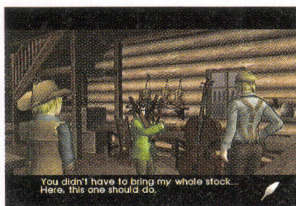
Lady in Red



to her, Black Dress Lucianne and Milady Purple. Find six gems and give them to Red Dress Rosetta, then wait a day and go to her room again.

Ginger

When you save Vladimir, he will tell you about Ginger, the greatest Trotmobile rider ever. Check the underpass near the Nefroburg Station to find him sitting there despondently. Tell him you know who he is and that you want to fight, and you can meet him at the Slope to Waterway at night for the battle. Beat him to get the Fin Roof part.



Carpeteering



The first time you come to Hayabusa Plateau, you can talk to Kain to get a Flatbed. Offer to take his carpets to Jacques in Nefroburg. Jacques is the front desk clerk at the Siberian Musk Hotel, but he doesn't reveal his identity unless you speak to him while behind the counter. Whisper to him and get the Carpet Receipt. Return to Kain and show him the receipt to get payment. The next time you see Kain should be in Fort Raven, where he is checking out the carpets in the marketplace. From then on you can start buying carpets in Hayabusa to trade.

Nora and the 12 Gems

After you meet Nora in the Desert Hornets Hideout, you can give her presents. She likes gems, which you can find inside mines. Give her all 12 kinds of gems and she'll fight you. Win and you can enter her room, which contains a chest with a Gatling Arm. There are four types of gems in each of the three ruins.



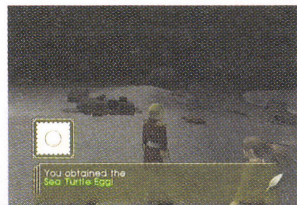
Eurydika Mine: Sapphire, Opal, Topaz, Turquoise

Fenn Ruins: Amethyst, Aquamarine, Diamond, Garnet

Tempio di Lorimar: Emerald, Moonstone, Peridot, Ruby

Pipe Organ Enthusiast

In Happy Garland, look for an elderly lady sitting near the pipe organ inside the church. Speak to her and then play the pipe organ. Do well and she'll give you some stocks.



Sea Turtle Eggs

Go to Seagull Beach at night. You'll see some cute little sea turtles walking up the beach from the water. Look at one and you can steal an egg. If you eat the egg, Vanilla's nickname will change the next day.

Egret Potatoes

You'll do this anyway if you join the Bloody Mantis. Go to the farmhouse in Egret Brook—Downstream at night and try to pull potatoes out of the green patches. The farmer will fight you. Win the fight to get your taters, and the farmer will occasionally appear at the Nefroburg Arena.



The Seven Sages

There are seven Sages sitting in various out-of-the-way places throughout the game:

- The shack in the back of the Kharija Oasis.
- Behind the waterfall in Cuckoo Forest.
- Go behind the waterfall in Martlett Falls and park. Go into the cave behind the parking area. If you speak to him after beating the game, he'll ask you a bunch of questions. Answer correctly and you'll get prizes. You can look up most of the answers in your Album.
- The top of the Faro Lighthouse in Neuhausen.
- Sitting on the island in the middle of Lake Luminoso.
- First you need to achieve a Rank A or higher in arena battles. Go to the Nefroburg Police Station and ask them to open the gate at Egret Brook—Midstream (near where you fought Don Elephant). Fight him and win to get the Bubble Roof.
- Once you've met all six of the other Sages, go to Nefroburg and find and feed the black cat who is standing near a chest and a white cat. You'll have to squeeze between the buildings near the Nefroburg Theater and walk around the back alleys to the northeast side of Nefroburg. The final Sage will appear.



III. MINIGAMES

There are two main minigames in *Steamboat Chronicles*, and both of them become accessible from the main menu after you encounter them in the game.

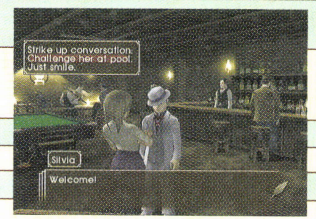
Billiards (9-Ball)

There are three places in the game where you can play pool: the Aphrodite Bar in Nefroburg, the Neuhausen Arena and the Bloody Mantis Hideout in Happy Garland. If you're pretty good at the game, you can earn money betting on matches. You can also play at any time by selecting "Billiards" from the main menu. When you compete against all of the billiards players in the game, you'll unlock the Tournament and Hustler King mode. Win the Tournament and you'll get the Hustler plate. Win Hustler King to get the Demon Cue.

Opponent	Location
Vanilla	Available at the start.
Hustler McDee	Standing next to the pool table in the Aphrodite Bar in Nefroburg.
Fennel	Speak to Comfrey at the Bloody Mantis bar after the end of the game.



Opponent	Location
KE Lackey	Speak to the Cheerful Killer Elephant sitting by the piano in the Aphrodite Bar when no events are going on.
Silvia	She is the sexy waitress in the Aphrodite Bar. She won't tell you her name unless you defeat someone at pool. She won't play against you until you defeat the KE Boss. Beat her and you get the Dragon Cue.
Connie	Speak to Comfrey at the Bloody Mantis bar after the end of the game.
Marjoram	Speak to Comfrey at the Bloody Mantis bar after the end of the game.
Basil	Speak to Comfrey at the Bloody Mantis bar after the end of the game.
Savory	Available after the game ends.
Dandelion	Available after the game ends.
Bergamot	Speak to him in his office if you are a Bloody Mantis member of at least Lieutenant rank. Otherwise he'll be available after the game ends.
Ciboulette	After the game, speak to her when she drops you off in Neuhausen. Find her standing by her Trotmobile inside the Neuhausen Arena and challenge her. Beat her and she'll give you the Aqua Cue.
Nora	Speak to her after you beat the game. Later you can ask Comfrey to summon her to the Bloody Mantis bar.
KE Boss	After defeating the KE Lackey, tell him, "I want to challenge Boss Elephant." If you win, he'll give you the Earthen Cue.
Mallow	After beating the game, speak to him in the GTW Factory. You can challenge him in the Bloody Mantis bar afterward.



Battle Mode

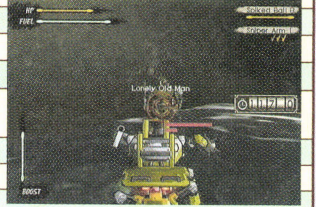
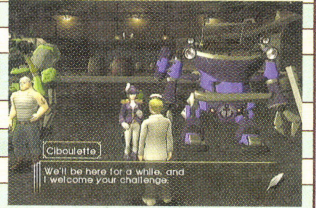
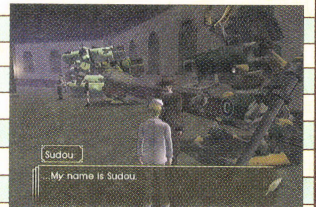
After you fight in an arena for the first time, this minigame becomes accessible from the main menu. If you battle all of the game's 32 fighters, the Death Match option will become unlocked. This is basically a survivor mode where you fight through a gauntlet of characters, one after the other. Depending on how well you do, you'll get different rewards:

10 wins = Support Engine 20 wins = Skull Grill 32 wins = Death Match plate

If a fighter doesn't appear in the arena indicated below, check on a different day or during a different time of day.



Opponent	Location
"Bomberhead" Chucky	Nefroburg Arena.
"Forbidden Fruit" Isabel	Nefroburg Arena.
"Storm Harvester" Farmer	Steal some Egret Potatoes at night to fight him. Afterward, fight at the Nefroburg Arena (randomly appears).
"Topsy Battler" Jack	Neuhausen Arena.
"Strong Arm" Sampson	Fight at the Garland Arena.
"Funky Barber" Simon	Neuhausen Arena.
"The Burning Firefighter" Rooney	Nefroburg Arena.
"Weakling" Jimmy	During the story, then at the Garland Arena.
"Bodyguard" Sudou	Garland Arena.
"Proud Sailor" Miguel	Neuhausen Arena.
"Hot-Blooded Cop" Bernard	Neuhausen Arena.
"Fighting Surgeon" Genius	Fight at the Garland Arena.
"Mr. K.O." Guerrero	Neuhausen Arena.
"Razor-Edge Captain" Ciboulette	Neuhausen Arena after you beat the game. Be sure to speak to her after you first get off the ship.
"Empress" Saffron	Garland Arena (night).
"Gluttonous" Boss Elephant	Fight during the story or at the Nefroburg Arena (night).
"Hero of Nefroburg" Schneider	Fight during the story or at the Nefroburg Arena.
"Browler of the Fort" Dudley	Fight during the story.
"Desert Crimson" Nora	Desert Hornets Hideout.
"Fisher on the Lake" McCartney	Fight a day after the concert at Meme Village.
"Mid-Life Fighter" Mainz	Fight at Meme Village the day after you fight McCartney.
"Shipwright Madonna" Margarita	Fight at Meme Village the day after you fight McCartney.
"800 Years Old?" Lonely Old Man	Get Rank A or higher, then ask the Nefroburg police to open the sealed gate in Egret Brook—Midstream. Fight the Sage.
"GlobeTrotter Bassist" Basil	Nefroburg, Sabbia Desert, Eurydika (villain mode).
"Blue Thunder" Fennel	Fight at the Garland Arena.
"Gas Tank" Marjoram	Nefroburg, Sabbia Desert.
"Globetrotting Diva" Connie	Fight on Seagull Beach after the end of the game, if you choose "I challenge you, Connie!"
"Shadow Lord" Sarriette	Fight during the story.
"Ex-Bloody Mantis Leader" Bergamot	Fight during the story (in hero mode).
"Sciencetech" Dr. Nutmeg	Fight during the story (in villain mode) or after the end of the game when you ask him for information about Connie.
"First Champion" Ginger	Complete the Vladimir Real Estate side quest. Speak to man at the underpass in Nefroburg until you can say, "I want to learn mad Trotmobile skillz." At night, board your Trotmobile and select the new destination, "Slope to Waterway."
"White Phantom" Elder	Fight during the story.



save **BIG**

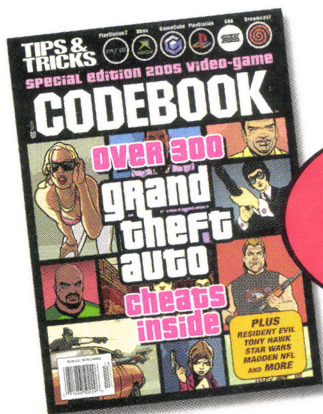
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IV. COLLECTIBLES

There are too many things to list. This section just tells you where to find the major items. I've already told you where to find the Classic World Literature volumes and Film Reels in the Side Quests section.

License Plates

The Trotmobile sports stylish circular license plates on both the front and back ends of the vehicle. There are 30 custom license plates to find in the game, and there are four empty slots where pixel pirates can design their own unique creations.

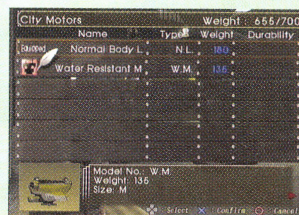
License Plate	How to Get
Default	The one you have at the start.
Tutorial	Complete the Tutorial.
Hayabusa	Speak to the mechanic who is sitting on a bench. Ask him all about Trotmobiles; after you ask about customization, the option to ask him about license plates will appear. Ask him about license plates.
Band Logo	You get this after your first concert at Happy Garland.
Sheep	Buy some dairy products from the farmer inside the farmhouse closest to Wagtail Canyon in Vision Ranch.
K.E. Logo	You'll get this when you join the Killer Elephants to save Nefroburg.
Flower	Finish the side quest to find a home for Flora at Honeybee Gardens.
Nefro Metro	The Bus Company President gives it to you while you're taking Connie to the Sabbia Desert.
Weary Nun	When you finish finding homes for all of the orphans at the abandoned house on Zibala Hill, Sister Kate will also depart, leaving the plate behind.
Fenn Ruins	Find all the treasure in the mine.
Merchant	Delsen gives it to you so you can escort his caravan across the Sabbia Desert.
D. Hornets	You get it from Nora after you give her 12 kinds of gems and defeat her in battle.
Blue Bolt	Make Fennel an electric guitar and play a concert with him in the Station Hotel.
Paul Logo	When you complete the Pablo side quest, speak to his mother at the Shrike River farm.
Logo of Love	After you beat the game, remember Misty's name. She walks around East Street in Happy Garland at night.
Saffron	Complete Saffron's side quest in Happy Garland.
Martlett Falls	Inside a chest on a cliff behind and to the right of the waterfall.
Tunnel Man	Clear the bandits out of the Quail Tunnel.
Eurydika Mine	Find all the treasure in the mine.
Hot Springs	Help build the hot springs in Eurydika.
Lorimar	Find all the treasure in the mine.
Meme R.R.	Help build the railroad in Meme Village.
Civ. Army	When you join the Civilian Army, you'll be given this automatically.
B. Mantis	When you join the Bloody Mantis, you'll be given this automatically. If you beat the game as a hero, you can go to the Bloody Mantis Hideout and purchase it for \$900.
S Rank	Fight in arenas until you reach this rank, or win the Ultimate Trotmobile Championship at Neuhausen during the story.
Hustler	Win the Billiards tournament.
Museum	Replace all the museum exhibits.
7 Wisemen	Find all seven Sages; the last one gives you the plate.
Death Match	Defeat 32 opponents in Death Match mode.
End Logo	Continue a game from saved clear data and this will be in your inventory.



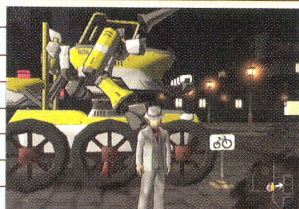
Frames

There are tons of frames to equip in the game. This is a list of all the body, leg and arm frames. Some of them you can purchase, while others can be "developed" by combining two other parts.

Body Frame	How to Get	Frames Needed
Normal Body S	Purchase	N/A
Normal Body M	Default	N/A
Normal Body L	Develop	Normal Body M x Normal Body M
Water Resistant M	Get from Ciboulette's Trotmobile in Neuhausen	N/A



Leg Frame	How to Get	Frames Needed
Bird Legs S	Default	N/A
Bird Legs M	Develop	Bird Legs S x Bird Legs S
Bird Legs L	Develop	Bird Legs M x Bird Legs M
Powered Bird Legs	Develop	Bird Legs M x Bazooka Arm
Bird Flippers	Develop	Bird Legs M x Shark
Human Legs S	Purchase	N/A
Human Legs M	Purchase	N/A
Human Legs L	Develop	Human Legs M x Human Legs M
Human Flippers	Develop	Human Legs x Shark
Powered Human Legs	Develop	Human Legs M x Bazooka Arm
Spider Legs	Purchase	N/A
Horse Legs	Purchase from Killer Elephant shop	N/A
Three-Wheeler	Purchase from Port Motors	N/A
Four-Wheeler	Purchase	N/A
Six-Wheeler	Develop	Three-Wheeler x Three-Wheeler
Caterpillar	Purchase	N/A

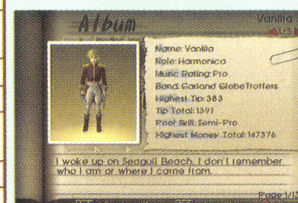
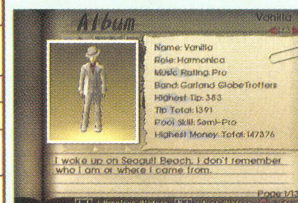


Arm Frame	How to Get	Frames Needed
Normal Arm	Default/Purchase at Killer Elephant shop	N/A
Junker Arm	Develop	Scrap Arm x Scrap Arm
Scrap Arm	Default/Get from seventh Sage	N/A
Boomerang Arm	Find in chest in west side of Happy Garland, in the river	N/A
Whip Arm	Develop at Desert Hornets Hideout only after the ending	Spiked Ball Arm x Silk
Throwing Arm	Develop at Killer Elephant Hideout	Normal Arm x Steel Beam
Pickaxe Arm	Purchase at the Nefroburg East pit stop	N/A
Ball-and-Chain	Purchase from Killer Elephant shop	N/A
Spiked Ball	Develop	Ball-and Chain x Claw Arm
Drill Arm	Purchase at Shrike River pit stop	N/A
Buzzsaw Arm	Purchase from City Motors (Happy Garland)	N/A
Tonfa Arm	Redeem at Neuhausen Arena (60 Medals)	N/A
Blade Arm	Defeat Margarita in Meme Village after building the railroad	N/A
Rapier Arm	Redeem at the Neuhausen Arena (160 Medals)	N/A
Axe Arm	Redeem at the Garland Arena (150 Medal) or receive while getting supplies for the army	N/A
Claw Arm	Purchase at Fort Raven or get from Marjoram at end of the game	N/A
Trident Arm	Find in chest on S.S. Juniper Berry	N/A
Iron Club	Purchase in Eurydika	N/A
Sword Arm	Purchase in the Hayabusa Garage or get from Mr. Peregrine	N/A
Excalibur	Speak to Tonio on the second floor of Dandelion's workshop after the hero ending	N/A
Cannon Arm	Purchase in the Hayabusa Garage or get from Mr. Peregrine	N/A
Gatling Arm	Give 12 gems to Nora and defeat her to find it in a chest in her room	N/A
Sniper Arm	Purchase from City Motors (Happy Garland)	N/A
Bazooka Arm	Redeem at the Nefroburg Arena (300 Medals)	N/A
Flamethrower	Purchase at Port Motors (Neuhausen)	N/A
Watergun	Purchase at Fort Raven's garage	N/A
Bowgun Arm	Purchase from Margarita after you build the railroad to Meme Village	N/A
Long-Range Cannon	Redeem at the Garland Arena (500 Medals)	N/A
Shield Arm	Purchase at Hayabusa Garage or Nefroburg Motors or get it from Mr. Peregrine	N/A
Stage Arm	Get it from Marjoram near the end of the hero story	N/A
KE Shield Arm	Buy from the Killer Elephant shop after beating Boss Elephant	N/A
DH Shield Arm	Buy from the Desert Hornet garage	N/A
Mantis Shield Arm	Buy from the Bloody Mantis garage	N/A
Pile Bunker	Sell the Station Hotel and Riverside Hotel stocks to Joaquin	N/A
Wing Arm	Get it during the hero portion of story, near the end	N/A

Album Outfits

The first page of the Album shows you pictures of all the basic outfits you or your friends can wear in the game. It doesn't really matter when the outfit is unlocked.

Outfit	How to Get
Vanilla—Default	The...default outfit.
Coriander—Default	Meet Connie at Seagull Beach.
Vanilla—Cowboy	Find Cowboy Hat, Cowboy Clothes and Cowboy Boots in chests around Egret Brook area.
Savory—Default	Meet Savory.
Vanilla—Snobbish (aka Moonwalker)	Buy Snobbish Hat, Snobbish Suit, Snobby Shoes from Fashion Ronde in Nefroburg.
Coriander—Desert Outfit	Buy Desert Outfit (Female) at Fort Raven. Give it to Connie as a gift.
Vanilla—Swim Trunks	Buy Swimming Trunks at Fort Raven. Wear them when swimming at Kharija Oasis.
Coriander—Swimsuit	Go swimming with her at the Oasis.
Vanilla—Palm Leaves	Find Palm Leaves at Kharija Oasis.
Vanilla—Aristocrat	Buy Aristocrat Suit, Aristocrat Boots and Silk Gloves from Fashion Poseur in Happy Garland.
Vanilla—Cook	Get Chef's Hat after cooking meat for Killer Elephant Boss and find Chef's Clothes in a chest at Station Hotel.
Vanilla—Desert	Buy Turban and Desert Garb (Male) at Fort Raven. Find Desert Shoes in a chest at Desert Hornet Stronghold.
Coriander—Pajamas	Talk to Connie in her room at Lobster Inn during night.
Savory—Pajamas	Talk to Savory in her room at Lobster Inn during night.
Vanilla—Farmer	Find Overalls and Farming Boots in chests at Skylark Farms. Find Straw Hat in the basement of Honeybee Gardens.
Vanilla—Sailor	Buy Sailor Cap and Sailor Outfit at Marine Shop in Neuhausen.
Savory—Swimsuit	Take Savory to Kharija Oasis and swim with her there, or finish the game and it'll appear automatically.
Coriander—Cook	Talk to Connie when she's at Alcazar de Condor during the story (hero mode).
Vanilla—Bloody Mantis	Join the Bloody Mantis or buy Beret, Goggles, Gloves, Uniform and Boots from Comfrey after loading Clear Data after finishing game as a hero.
Vanilla—Prison Clothes	Load Clear Data after finishing the game as a Bloody Mantis, find Prison Clothes in a chest at Neuhausen Police Station, or buy them from Comfrey.



SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



MORTAL KOMBAT: ARMAGEDDON

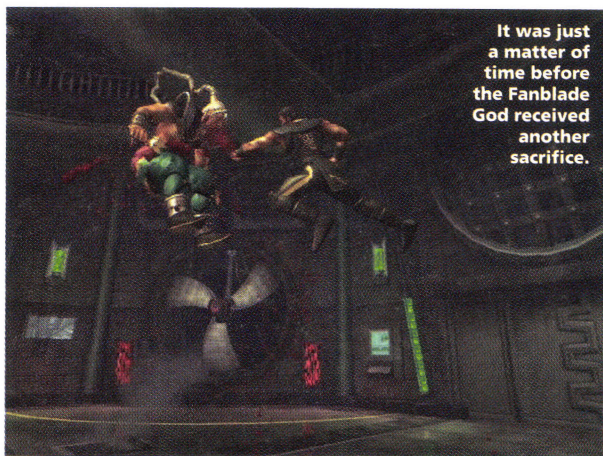
Publisher: Midway

In Stores: 4th Quarter 2006



Also On: PS2

Prepare yourself! Every fighter from the previous *Mortal Kombat* games is playable in *Mortal Kombat: Armageddon*, from Shao Khan to Liu Kang and everyone in between. In fact, more fighters will be playable in *Armageddon* than in any other previous *MK* game to date. One of the game's biggest and most exciting features is the new "Create-a-Fatality" system. By using a string of button combinations, players can piece together a series of custom attacks, creating their own unique finishing moves. To showcase their custom fatalities, players can actually take these killing moves online and use them against other players in versus matches. Also new in *Armageddon* is the "Create-a-Fighter" mode, which allows players to design kustom komatants and fine-tune their looks, abilities and even personalities. The popular Konquest mode is back with a deep story and more gameplay options than ever before, and the online features have been improved to allow for more customization, responsiveness and even new lobby options.



It was just a matter of time before the Fanblade God received another sacrifice.





SUPERMAN RETURNS

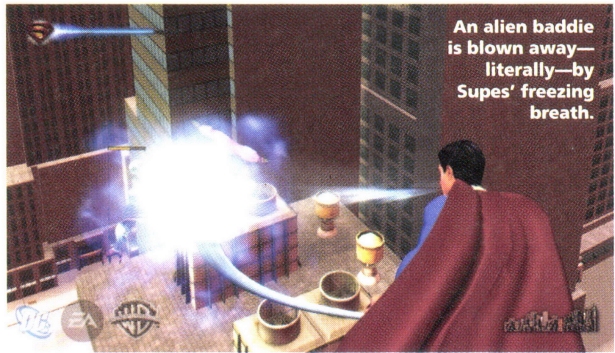
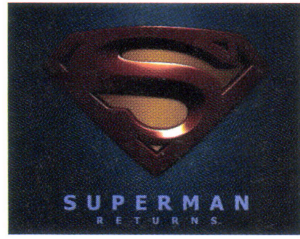
Publisher: EA

In Stores: 2006



Also On: PS2, Xbox

It's a mugging, it's a tornado...it's a giant metal supervillain bearing down on Metropolis! What do you do? As Superman, you must protect the city—about 9,000 buildings spread out over 80 virtual square miles. Luckily, you have a large array of super powers: flight, X-ray vision, heat vision, super hearing, super breath, super speed and super strength. You can fly as Superman, perform aerial stunts and combine your powers to find creative ways to thwart disaster. The survival of Metropolis is connected to every decision you make. While partially based on the *Superman Returns* movie, the game also draws heavily on the 60+ years of *Superman* comic books.



An alien baddie is blown away—literally—by Supes' freezing breath.



NARUTO: ULTIMATE NINJA

Publisher: Namco Bandai

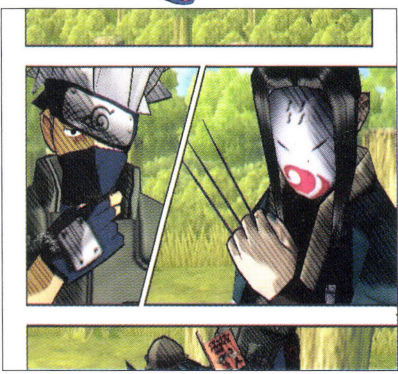
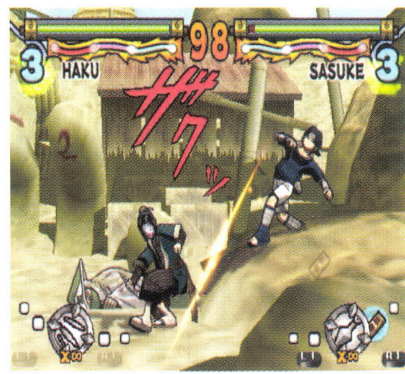
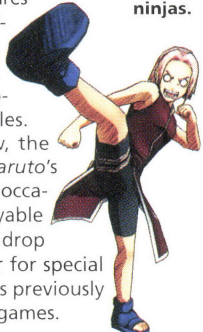
In Stores: 3rd Quarter 2006



Even though it's limited to two players instead of four, the features of *Naruto: Ultimate Ninja* may remind

The Iron Chef ramen challenge was postponed on account of ninjas.

you of *Super Smash Bros. Melee* in terms of options, unlockables and the range of gameplay styles. While it echoes the atmosphere of the TV show, the game also tries hard to make players aware of *Naruto's* Japanese comic roots, with manga-style borders occasionally framing the action. In addition to the playable ninjas, you can also summon support characters to drop power-up items or to team up with your character for special attacks. The game's developer, CyberConnect 2, was previously responsible for the *.hack* series of PS2 role-playing games.





MARVEL: ULTIMATE ALLIANCE

Publisher: Activision

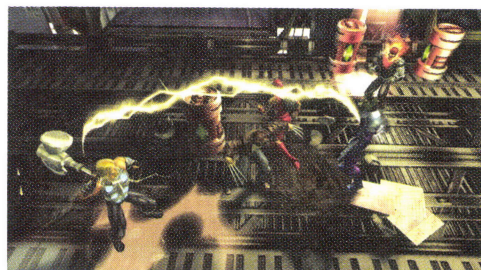
In Stores: 4th Quarter 2006



Also On: PS2, Xbox, PS3, PSP, GBA, Revolution

Although at first glance it may look similar to the *X-Men Legends* franchise, *Marvel: Ultimate Alliance* is an all-new action RPG in which you create a team of superheroes to defeat Dr. Doom and the Masters of Evil. 20 playable characters round out the roster; in addition to X-Men characters like Wolverine, we've also seen Spider-Man, Thor, Dr. Strange, Elektra, The Thing, Ghost Rider and Blade. There are also 140 additional characters from the Marvel universe that make an appearance in-game in one form or another. Each character has special combat abilities, such as Captain America's ability to control his shield after throwing it, as well as combination moves and powers that can be "charged" for more devastating damage.

**MARVEL
ULTIMATE
ALLIANCE**



XENOSAGA III: ALSO SPRACH ZARATHUSTRA

Publisher: Namco Bandai

In Stores: 4th Quarter 2006



One year after the end of *Xenosaga II*, Shion has quit her research position at Vector Industries to join a secret organization called Scientia, and blue-haired weapon KOS-MOS faces possible obsolescence by newcomer android T-elos. The critically-acclaimed

Xenosaga trilogy wraps up with *Also Sprach Zarathustra* ("Thus Spoke Zarathustra"). It features everything fans have come to expect, from an epic storyline to an intuitive battle system (now with a new Break system), all set to the tune of more than eight hours of movies (!), complete with voiceover. The character skills are completely customizable, and the shops are back, which means that weapons, equipment and items can be bought, sold and traded.





SUPER MONKEY BALL ADVENTURE

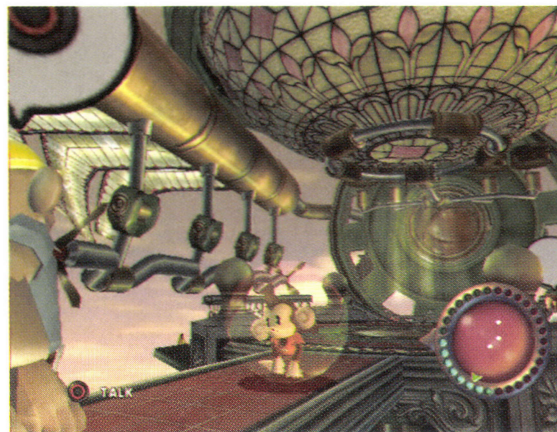
Publisher: Sega

In Stores: 3rd Quarter 2006



Also On: GameCube, PSP

Instead of the familiar rolling puzzles of previous games in the series, *Super Monkey Ball Adventure* takes a different approach by adding a story-driven adventure as the game's main premise. There are five different worlds to visit and nearly 60 quests to complete in addition to 50 traditional puzzle levels, and each world has a different monkey-driven theme. The game also showcases 10 new "chants," abilities which allow the Ball to transform and take on different properties to get you past certain obstacles. For example, you can turn your Ball into a sticky Ball and climb over a wall instead of navigating around it. All of your favorite party games will be back, plus three new mini-games: Monkey Tag, Monkey Bounce and Castle. The PSP version will also feature wireless multiplayer support.



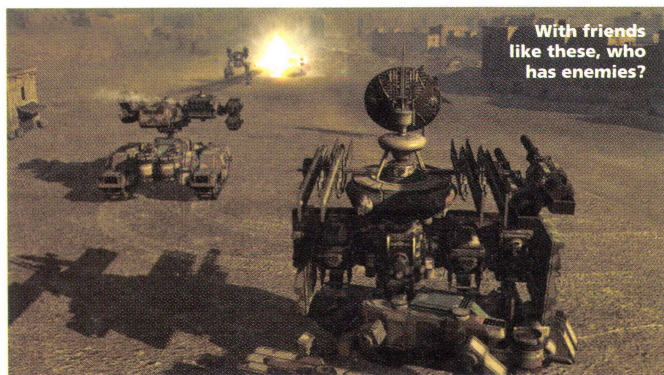
CHROMEHOUNDS

Publisher: Sega

In Stores: 3rd Quarter 2006



The hounds of war are barking, and world domination is their quest! Customize your giant metal "Hound" to create the most lethal machine for head-to-head combat and huge multiplayer battles. With millions of inter-



changeable parts, no two Hounds are alike. Hounds can be used to fill various strategic positions in battle, e.g. Sniper, Tactics Commander or Heavy Gunner. The single-player mode allows you to create your Hound and sharpen your skills, while multiplayer through Xbox Live allows for squad combat and clan battles with over 100 choices of maps and campaigns. The object? Take over the world, as only giant warbots can: with machine guns, flamethrowers and rocket launchers!





VIVA PIÑATA

Publisher: Microsoft

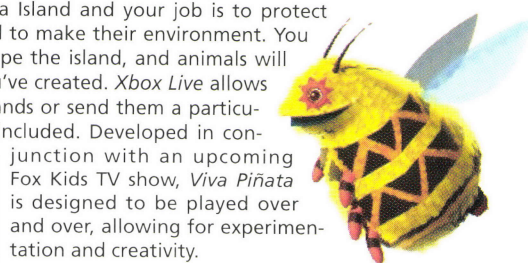
In Stores: 4th Quarter 2006



Take a patch of grass and turn it into paradise for piñatas in this new game by Rare Ltd. Over 60 candy-filled piñata animals inhabit Piñata Island and your job is to protect and care for them, customizing the island to make their environment. You can let your personality and interests shape the island, and animals will come and go depending on the space you've created. Xbox Live allows you to sync up with friends, visit their islands or send them a particularly rare piñatas, personalized gift tag included. Developed in con-



If only everything came filled with candy.



junction with an upcoming Fox Kids TV show, *Viva Piñata* is designed to be played over and over, allowing for experimentation and creativity.



FLATOUT 2

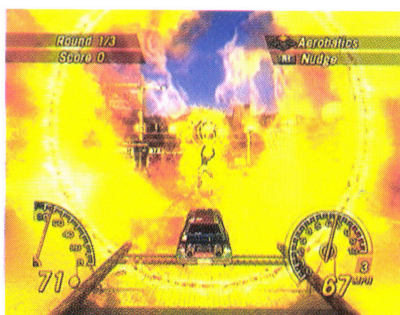
Publisher: Vivendi Universal

In Stores: June



Also On: Xbox

Obstacles become targets in *FlatOut 2*, a racing game with a twist. This sequel has double the tracks, double the cars and double the mini-games as well as online multiplayer features. Bands like Audioslave, Rob Zombie and Supergrass provide the soundtrack as you crash and burn through each track. The object of *FlatOut 2* isn't just to beat your opponent, but to eliminate them in a spectacular display of shattered glass, metal and fire. Then use your winnings to upgrade and customize all of your cars in the garage. Pro anti-roll bars and a racing flywheel? Check. Seatbelts? Air bags? Maybe in the next game....





SHONEN JUMP'S ONE PIECE: PIRATES' CARNIVAL

Publisher: Namco Bandai

Available Now



Also On: GameCube

One Piece: Pirates' Carnival allows you to play as a member of Luffy's Straw Hat pirate crew, and battle it out against other players in *One Piece*-themed mini-games. There are three different game modes to choose from (Versus, Mini Game Collection and Board Game), and each mode has you battling opponents to become the next pirate king. There are over 30 wacky mini-games to play, and you'll meet and recruit over a dozen *One Piece* characters as you progress through the game. Four-player action is supported by both the PS2 and GameCube versions.



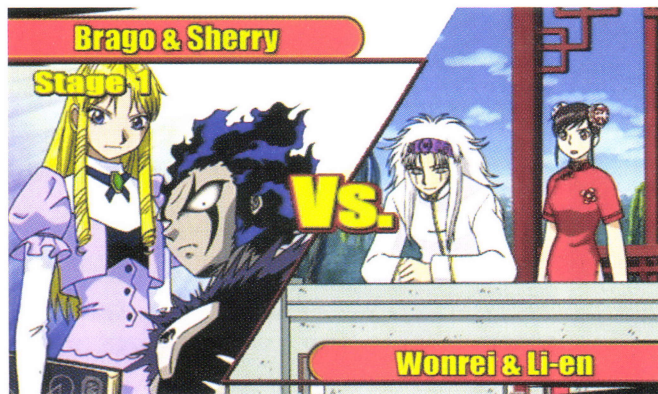
It's all fun and games until someone gets punched in the face.



ZATCH BELL! MAMODO FURY

Publisher: Namco Bandai

In Stores: 3rd Quarter 2006



Sherry and Brago are just one of 20 playable teams.



Based on the TV show (and featuring its voice actors), *Zatch Bell! Mamodo Fury* is a fighting game with lots of unlockable bonuses and 20 different playable teams. The teams consist of human characters and their otherworldly mamodo companions, and players will get to control both in combat for up to four players...so have those PS2 Multi-taps at the ready! Developer Mechanic Arms actually has a history in 2-D fighting games, having served as one of several co-developers of the arcade game *Samurai Shodown V*.



STRANGLEHOLD

Publisher: Midway

In Stores: 1st Quarter 2007



Also On: PS3

Fans of Hong Kong cinema know that director John Woo and actor Chow Yun Fat worked together long be-



The destruction each player creates is unique to each game.

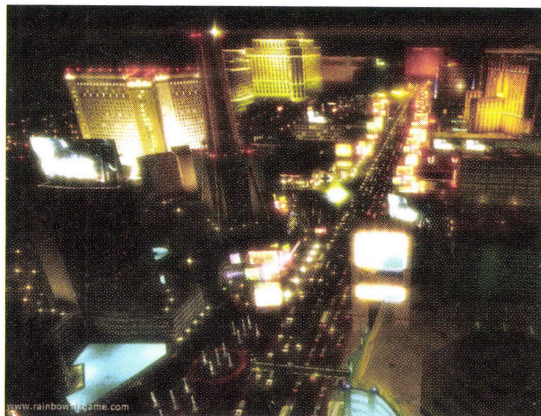
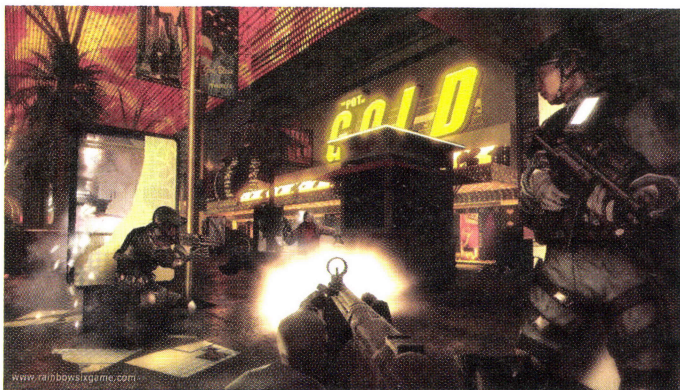
fore they crossed the pond to the U.S. Their most popular collaboration was *Hard Boiled*, an action-packed cop drama where Fat played Inspector Tequila, who sought revenge against the Hong Kong mafia for the murder of his partner. *Stranglehold* is the "spiritual sequel" to this classic movie, with partners-in-crime John Woo and Chow Yun Fat working together again. You play the role of Inspector Tequila as he takes on crime syndicates from Chicago to Russia. With John Woo directing the cinematography, there's obviously dual-wielding pistol play, slow-motion "Tequila Time," highly-destructible environments and fast-paced action that's practically claustrophobic.



TOM CLANCY'S RAINBOW SIX: VEGAS

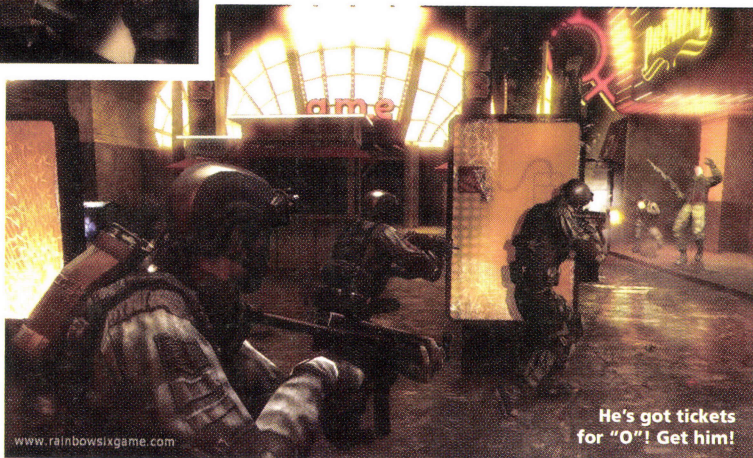
Publisher: Ubisoft

In Stores: 4th Quarter 2006



Also On: PS3

Take a look at the first *Rainbow Six* game on a next-generation console. Developed by Ubisoft's Montreal studio, *Rainbow Six: Vegas* features a new Team Rainbow: recon expert Logan Keller, demolition expert Michael Walter and electronics guru Jung Park. As team leader Keller, you have to work with your squad to locate the brains behind a terrorist cell that's laying siege to Las Vegas and its familiar hotels and casinos. The designers are using the power of the next-gen hardware to create smarter enemies with more sophisticated teamwork and combat tactics. The multiplayer action is also enhanced by the ability to create your own character, after which you can beef up his stats and equipment by playing online.



He's got tickets for "O"! Get him!

PSP

CAPCOM PUZZLE WORLD

Publisher: Capcom

In Stores: June



This collection offers five engaging games from Capcom's arcade history, including the little-known block-and-paddle game *Block Block* and all three bubble-shooting games from the PlayStation *Buster Bros. Collection* (*Buster Bros.*, *Super Buster Bros.* and *Buster Buddies*). But the highlight is a feature-packed upgrade of *Super Puzzle Fighter II*,



the gem-matching game featuring chibi versions of the *Street Fighter* cast. New "Y" and "Z" variations change up the game rules, while the Counter Gem Edit Mode lets you customize your attack patterns. *Capcom Puzzle World* also offers some unique PSP features, like a screen shot utility and the option to import photos from your memory stick and use them as background images in the *Buster Bros.* games.



PSP

VALKYRIE PROFILE: LENNETH

Publisher: Square Enix

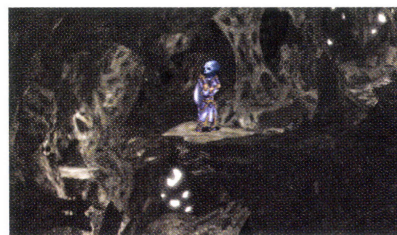
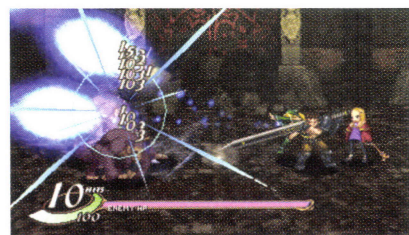
In Stores: 2006



Take a trip in the way-back machine to September 2000 and you'll find a strategy guide that *TIPS & TRICKS* published for *Valkyrie Profile*, a unique RPG for the original PlayStation that was based on Norse Mythology. The gods were at war in an epic battle between good and evil known as Ragnarok, and Lenneth Valkyrie was sent to the mortal realm to recruit souls to fight on the side of Aesir. Finding people on the point of death, she'd tap them and train them, and when the time was right, send them into battle. *Valkyrie Profile: Lenneth* remakes the game for the PSP, adding new CG cinematics to sweeten the deal.



The PSP faithfully recreates the unique combat system of the original.



PSP

MORTAL KOMBAT: UNCHAINED

Publisher: Midway In Stores: 3rd Quarter 2006



Goro shakes down Scorpion for lunch money.

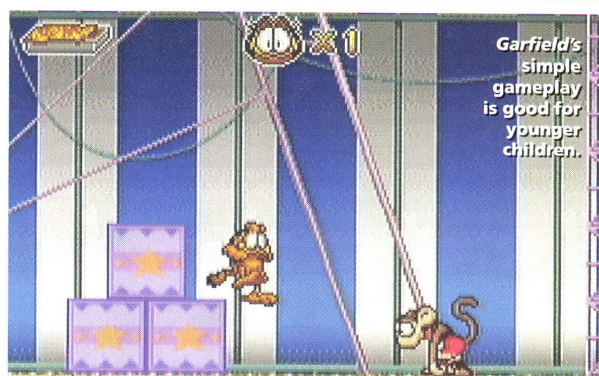


Everything that you loved about *Mortal Kombat: Deception* is included in *Unchained*: brutal fatalities, multiple attack combinations, character-specific fighting styles and even mini-games such as Puzzle Kombat and MK Chess. An all-new Endurance mode is exclusive to the PSP, and Konquest Mode returns once again to deliver a rich single-player experience. The game also includes six playable characters who were not present in *Deception*: Jax, Kitana, Blaze, Frost, Shao Khan and Goro. You can even fight against other players via PSP Wi-Fi.

GAME BOY ADVANCE

GARFIELD AND HIS NINE LIVES

Publisher: The Game Factory Available Now



Garfield's simple gameplay is good for younger children.

You are Garfield, America's favorite feline, sleeping soundly after yet another lasagna binge. But it's not the restful sleep that you need in order to fully digest all that pasta; instead, you're off on an adventure through a dreamworld that spans 12 different areas and a variety of challenges. *Garfield and His Nine Lives* is a slick 2-D action/adventure game that reminds us of the better Super NES platform titles. The tone is light, the humor is gentle and the pace is leisurely, with secret areas waiting to be discovered by curious cats.



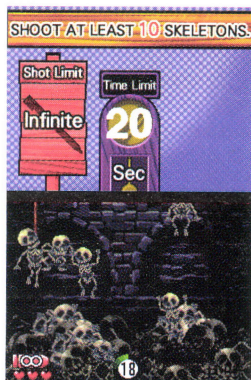
DS

POINT BLANK DS

Publisher: Namco Bandai

In Stores: June

TIPS & TRICKS Shoot cardboard criminals, ducks, aliens and more in classic scenarios from the *Point Blank* series. You use the stylus as your weapon to blast—or rather, tap—through over 40 levels that borrow on all three of the previously released games. There are five different types of games available to keep the game exciting, including one that analyzes your gameplay and gives you feedback on your skills. You can also challenge your friends to a wireless game or just try to top your own high scores. The weapon has changed, but *Point Blank DS* requires the same speed, accuracy and quick judgment as the original light gun games.



Use the stylus to blast through each level.



PSP

LEMMINGS

Publisher: Sony

Available Now



March of the Lemmings, the ill-fated sequel to *March of the Penguins*.

Lemmings, the cute but otherwise ill-fated rodents, are back for more adventures in

Lemmings™

Sony's PSP revival of an old classic. You help the lemmings climb, dig and build their way through over 150 levels of challenges where they'll navigate obstacles like pitfalls, lava and steel traps. The game features all-new and highly detailed graphics as well as 20+ new levels and puzzles designed specifically for the PSP. You can also build custom levels and share them with other players via wireless gamesharing. Be prepared to take on level after level of increasingly difficult situations to rescue some, and sometimes all, of your lemming horde.





Upcoming Games

All Release Dates Subject to Change

JUNE

[eM] -eNCHANT arM- (From Software) 360
 Alan Wake (Remedy) 360
 And 1 Streetball (Ubisoft) PS2 • XB
 Armored Core: Last Raven (Agetec) PS2
 Astonishia Story (Ubisoft) PSP
 Backyard Baseball 2007 (Atari) GC
 Battle Zone (Atari) PSP
 Big Brain Academy (Nintendo) DS
 Brothers in Arms (Ubisoft) PSP
 Capcom Puzzle World (Capcom) PSP
 Captain Blood (Playlogic) 360
 Cars (THQ) PS2 • XB • GC • GBA • DS • PSP
 Chromehounds (Sega) 360
 The Darkness (2K Games) 360
 Dark Sector (D3) 360
 Dead Rising (Capcom) 360
 Def Jam Fight for N.Y.: The Takeover (EA) 360 • PSP
 Dog Tag (Digital Jesters) XB
 Dragon Ball Advanced Adventure (Atari) GBA
 FlatOut 2 (Vivendi Universal) PS2 • XB
 Garfield's A Tale of Two Kitties (Game Factory) DS
 Gradius Collection (Konami) PSP
 Grand Theft Auto: Liberty City Stories (Rockstar) PS2
 Hard Rock Casino (SVG) PS2 • PSP
 Harvest Moon DS (Natsumi Inc) DS
 Huxley (Webzen) 360
 Juiced: Eliminator (THQ) PSP
 Juka and the Monophonic Menace (Orbital Media) GBA
 The Lord of the Rings: Battle for Middle-earth II (EA) 360
 Magnetica (Nintendo) DS
 MechAssault: Phantom War (Majesco) DS
 Micro Machines v4 (Codemasters) PS2 • DS • PSP
 Naruto Ultimate Ninja (Namco Bandai) PS2
 NFL Head Coach (EA) PS2 • XB
 Ninety-Nine Nights (Q-Entertainment) 360
 Novadrome (Stainless) 360
 Over G Fighters (Ubisoft) 360
 Phantasy Star Universe (Sega) PS2
 Pirates of the Caribbean: The Legend of Jack Sparrow (Bethesda) XB
 Possession (Blitz) 360
 Scurge: Hive (Orbital) DS • GBA
 Sudoku Gridmaster (Nintendo) DS
 Spy Hunter: Nowhere to Run (Midway) PS2 • XB
 Street Fighter Alpha Anthology (Capcom) PS2
 Superman Returns (EA) PS2 • XB • GC • 360 • DS • PSP
 Super Monkey Ball Adventure (Sega) PS2 • GC • PSP
 Super Robot Taisen: Original Generation (Atlus) GBA
 Swashbucklers: Blue & Grey (1C) PS2
 Test Drive Unlimited (Atari) 360
 Urban Chaos: Riot Response (Eidos) PS2 • XB
 Ultimate Card Games (Telegames) DS
 Warpath (Groove) XB
 WWII: Iwo Jima (Groove) XB

JULY

The Ant Bully (Midway) PS2 • GC • GBA
 Battlestations: Midway (THQ) PS2 • XB
 Blade Dancer (Sony) PSP
 Bounty Hounds (Namco Bandai) PSP
 Contact (Atlus) DS
 Gears of War (Microsoft) 360
 The Godfather (EA) 360 • PSP
 Miami Vice (Vivendi Universal) PSP
 NCAA Football 07 (EA Sports) PS2 • XB • 360
 Prey (2K Games) 360
 Teen Titans (Majesco) PS2 • XB • GC • GBA

AUGUST

50-Cent: Bulletproof (Vivendi Universal) PSP
 Dirge of Cerberus: Final Fantasy VII (Square Enix) PS2
 Disgaea 2 (Atlus) PS2
 Frame City Killer (Namco Bandai) 360
 LarryBoy and the Bad Apple (Crave) PS2 • GBA
 Madden NFL 07 (EA Sports) PS2 • XB • GC • 360 • DS • PSP
 Tekken: Dark Resurrection (Namco Bandai) PSP
 Tenchu: Time of the Assassins (Sega) PSP

3RD QUARTER 2006

hack//G.U. Vol. 1: Resurrection (Namco Bandai) PS2
 Boktai (Konami) DS

Crackdown (Microsoft) 360
 Dave Mirra BMX Challenge (Crave) PSP
 The Fast and the Furious (Namco Bandai) PSP • PS2
 G-Turn Combat TV (Vivendi Universal) PSP
 The King of Fighters 2006 (SNK) PS2
 The Legend of Heroes II: Prophecy of the Moonlight (Namco Bandai) PSP
 The Legend of Zelda: Twilight Princess (Nintendo) GC
 LEGO Star Wars II: The Original Trilogy (LucasArts) PS2 • XB • GC • DS • PSP • GBA
 Mortal Kombat Unchained (Midway) PSP
 Okami (Capcom) PS2
 Pac-Man World Rally (Namco Bandai) PS2 • XB • GC • PSP
 Rush (Midway) PSP
 Saint's Row (THQ) 360
 Scarface: The World is Yours (Vivendi Universal) PS2 • XB • 360 • PS3
 Snoopy vs. the Red Baron (Namco Bandai) PS2 • XB • PSP
 Stormbreaker (THQ) DS • GBA
 Test Drive: Unlimited (Atari) PSP • PS2
 Tom Clancy's Splinter Cell: Double Agent (Ubisoft) 360
 Ultimate Ghosts 'n Goblins (Capcom) PSP
 Yakuza (Sega) PS2

4TH QUARTER 2006

Ace Combat X (Namco Bandai) PSP
 Alone in the Dark (Atari) 360
 Brothers in Arms: Hell's Highway (Ubisoft) 360
 Bully (Rockstar) XB
 Dead or Alive Xtreme Beach Volleyball 2 (Tecmo) 360
 Eragon (Vivendi Universal) PS2 • XB • 360 • GBA • DS • PSP
 Eureka Seven Vol. 1: The New Wave (Namco Bandai) PS2
 Final Fantasy XII (Square Enix) PS2
 Frontlines: Fuel of War (THQ) 360 • PS3
 Gran Turismo 4: Mobile (Sony) PSP
 Guitar Hero II (RedOctane) PS2
 The Grim Adventures of Billy & Mandy (Midway) PS2 • GBA
 Halo 3 (Microsoft) 360
 Hi Hi Puffy AmiYumi (D3) DS
 Killzone: Liberation (Sony) PSP
 Konami's Chess Battle (Konami) PSP
 Lost Odyssey (Microsoft) 360
 Mass Effect (Microsoft) 360
 Medal of Honor: Airborne (EA) PS2 • XB • 360 • PS3
 The Metal Slug Collection (SNK Playmore) PSP
 Mortal Kombat: Armageddon (Midway) PS2 • XB
 Open Season (Ubisoft) PS2 • XB • GC • GBA • DS • PSP
 Phantasy Star Universe (Sega) 360
 Power Stone Collection (Capcom) PSP
 Spectral Souls (NIS) PSP
 Star Trek: Battlestations (Bethesda) PS2
 Star Trek: Legacy (Bethesda) 360
 Star Trek: Tactical Assault (Bethesda) DS • PSP
 State of Emergency 2 (SouthPeak) PSP
 Steel Horizon (Konami) DS • PSP
 Stranglehold (Midway) 360
 Too Human (Microsoft) 360
 Viva Piñata (Microsoft) 360
 Yggdra Union (Atlus) GBA
 Xenosaga Episode III: Also Sprach Zarathustra (Namco Bandai) PS2

POSSIBLE IN 2006

Blue Dragon (Microsoft) 360
 Cowboy Bebop (Namco Bandai) PS2
 Crisis Core: Final Fantasy VII (Square Enix) PSP
 Destroy All Humans! 2 (THQ) PS2 • XB
 Fatal Inertia (Koei) PS3
 Fear & Respect (Midway) 360 • PS3
 Fight Night: Round 3 (EA) PS3
 Final Fantasy III (Nintendo) DS
 Final Fantasy V (Nintendo) GBA
 Final Fantasy VI (Nintendo) GBA
 Front Mission Online (Square Enix) PS2
 Greg Hastings' Tournament Paintball MAX'd (Activision) PS2 • GC • PSP
 Konami All-In Poker (Konami) XB
 Metal Gear Solid 4: Guns of the Patriots (Konami) PS3
 Pirates of the Caribbean: Dead Man's Chest (Buena Vista) GBA • DS • PSP
 Red Steel (Ubisoft) REV
 Reservoir Dogs (2K Games) PS2 • XB
 Resident Evil 5 (Capcom) 360
 ShadowClan (Tiger Hill) 360
 Sonic the Hedgehog (Sega) 360 • PSP
 Starcraft: Ghost (Vivendi Universal) PS2 • XB



READER MAIL

If you send us a letter,
Earl will deliver it to us.



TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

SHOPPING FOR GAMES

I love your magazine and I have a few questions.

1) Is *Graffiti Kingdom* out for the GameCube?

2) Where do you guys prefer to buy games at, GameStop or Toys 'R' Us?

Every time I get a new issue of *TIPS & TRICKS*, I always go straight to your strategy guides because I like the way they are organized. I read them even if I don't have the game they are talking about!

—Andy Woods
Branchville, IN

1) Sorry, but *Graffiti Kingdom* is a PS2 exclusive. There is a Nintendo DS version in development, but it has only been announced for release in Japan.

2) When we need to go out and buy a game, we're usually in a hurry because of our magazine deadlines. So we call around to find out which stores have the game in stock, and take a drive to the closest one during our lunch break. We like Toys 'R' Us because it's right up the street and their prices are OK, but GameStop usually has a wider selection and the folks who work there know more about games. Over the years, we've been known to shop at EB Games, Target, Wal-Mart, Game Dude in North Hollywood, Game Mania in Los Angeles, Hyper Game in West L.A. and Game Force in Glendale. We also rent games from GameFly.

MEGA MAN: FOULED UP

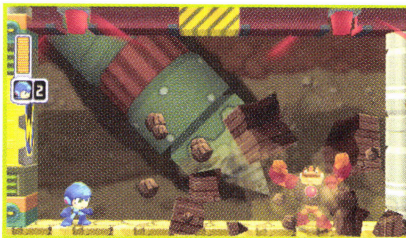
The *Mega Man: Powered Up* strategy guide in your last issue was very helpful except for the chart that showed which weapons defeat which bosses. The correct weapons are as follows:

Boss	Weakness
Cutman	Super Arm
Bombman	Rolling Cutter
Fireman	Ice Slasher
Iceman	Hyper Bomb
Gutsman	Time Slow
Elecman	Oil Slider
Timeman	Thunder Beam

The way I found out was by noticing that a larger chunk of health was taken by these weapons, and each boss said a special catchphrase when hit by the correct one.

—Xavier Sinkfield
Indianapolis, IN

Thanks for the corrections, Professor X; we're still trying to figure out how our Mega Man expert got some of them wrong. The poor guy is truly mortified. Our apologies to anyone who got worked by Bombman, Iceman, Gutsman, Elecman and/or Timeman because they were taking them on with the wrong weapon equipped.



THE THING THAT WOULDN'T DIE

I absolutely love your magazine. I know you've got this letter about three trillion times already, but what the heck: I LOVED THE PENCIL PUZZLES! Whatever happened to them? Did the guy (or girl) who invented them die or something? Can you make a big book of all the Pencil Puzzles you've published? That would be awesome. By the way, I loved the *Guitar Hero* cheats in issue 131.

Please publish this. IT'S MY LIFELONG DREAM!

—Cory Cino
Redlands, CA

We're still trying to find a way to get the Pencil Puzzles back into *TIPS & TRICKS*; they just don't work well with the paper stock we use. But we do have some good news: Our next *TIPS & TRICKS CODEBOOK* will include some brand-new Pencil Puzzles for those of you who have been keeping the faith. Look for it later this year. Incidentally, the puzzles were created by our very own editor in chief Chris B., who is alive and well. Thanks for asking!

THE NEGLECTED TOKEN

How do you choose which token gets to be the "Token of the Month?" I sent you a cool Pac-Man token, totally one of the coolest tokens I have ever seen, and for some reason you never showed it. Then I actually sent you ANOTHER copy of the same token, and still you ignored me. I've been waiting for months to see my name in the magazine. Are you guys not Pac-Man fans, or what? Do you even read my letters?

—Antonio Serrano
Philadelphia, PA

Ohhhh, THAT Pac-Man token. Yeah, we know exactly the one you're talking about. We get that one almost every month, from different readers. The only reason why we haven't mentioned your name and shown your token is because we selected that same token as the very first Token of the Month, way back in our July 1996 issue. Sorry if you felt like we were ignoring you. And you're right: Totally one of the coolest tokens we've ever seen. Don't ever question our love for Pac-Man.



There's no scientific process behind the Token of the Month selection. Our editorial assistant Kyleen reads all of the mail and puts the tokens in a file folder. When it's time to work on the Reader Mail column, we check that folder to see what has come in during the past month. If it's a token that we've featured before, it gets eliminated. If the person who sent in the token doesn't include his/her name or tell us where the token came from, it's also out of the running (although we've made a few exceptions to this rule in the past). Out of the tokens that remain, we usually just pick one at random, unless one of them has really unusual graphics or a unique story to go with it.

You know, we're really proud of the Token of the Month, and the fact that we've been doing it for so long. We just want to show our support for the arcade industry, even in the smallest possible way.

TOKEN OF THE MONTH



Front



Back

This month's arcade token was sent in by Kyle Roaf of West Palm Beach, Florida; it comes from the Fun Depot in nearby Lake Worth. Thanks, Kyle!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

WIN!

The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰ IN PRIZES!

Baindramage

"We Make You Think..."



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

Computer Contest. Win a tricked out gaming computer with 4.0 Ghz Pentium 4, 4 Gig. RAM, 500 Gig. HD, DVD, Windows XP, Nvidia card and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Microsoft Xbox 360, Sony PS3, Nintendo Revolution and Sony PSP! Get all three or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, Nintendo DS, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 72 inch HDTV monitor, 170 watt/ch. surround sound and all components shown. Win \$1,000.00 in movies YOU choose. This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				_____	MYSTERY WORD
		E			_____	
P	I	N	C	H	_____	
	R				_____	
S					_____	

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLASTA WRECKD
BREAKZ PUNCHS SPRAYC TURBOV
STOMPT STANDR PRESSE DREAMO
CRUSHI SCOREH SLANTL CHASE.....P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ (\$3.00) Video Game Contest
☐ (\$3.00) Media Rig Contest
☐ (\$3.00) Computer Contest
☐ (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name

Age**Address**

State

Zip

SEND PUZZLE WITH PAYMENT TO:
BAINDRAMAGE, INC., P.O. BOX 9315
PORTLAND, OR 97207-9315

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY AUG. 12TH, 2006 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. Suppliers of Baintamage, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are
final. Open to residents of the U.S. and Canada. Winners determined no later than 12/31/06. You can request Winners List and
Official Rules by writing: Baintamage Rules, 1511 SW Park Ave. #1102 Portland, OR 97201. Merchandise names and models are
trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. [And, if you've read
all this, guess what, you have the personality type to win! ©2005 Baintamage, Inc.]

CLIP AND MAIL

Verifiable retail value of the prize packages as follows: Media Rig Contest package \$7,012.00 core components shown, bonus options \$3,449.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$700.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.



MEGA MANIA

MEGA MAN NEWS • TIPS PREVIEWS • STRATEGY

by Pat Reynolds

Vol.
1

CUTMAN PANIC!

The TIPS & TRICKS Exclusive Mega Man: Powered Up Stage

Mega Man: Powered Up is the most recent Mega Man game, so the first few *Mega Mania* columns will focus on that single game. This month, we've designed a special stage using *Powered Up*'s awesome Construction Mode, and Capcom has made it available for you to download. We've also got some tips for creating your own custom stages, with examples from our stage.

Our stage is called "Cutman Panic!" and you can download it by using the wireless Internet capabilities of your PSP. Find a compatible wireless hot spot and select "Connect" from the Construction mode menu within *Mega Man: Powered Up*.



STAGE CREATION TIP #1: Plan Ahead and Choose a Theme

It's important for your stage to have a sense of cohesion throughout the entire thing. You don't want to throw in every random thing you can think of. Look at the actual stages from any Mega Man game—you'll find elements that repeat throughout each



stage, including specific enemy types, timed blocks or other obstacles. Having players face similar elements through the course of the stage helps to tie everything together, giving the stage its own atmosphere. Think

about the stages in *Powered Up*. When you think of Gutsman's stage, you're likely to remember those sections with the drop lifts. Elecman's stage will bring thoughts of the many electricity-blasting blocks and spines sliding along the floors. In Cutman Panic!, there are two repeating elements throughout the stage. I've used heavy concentrations of Octo Battery enemies in several places. They become the primary enemy type for the stage, although there are plenty of other enemies thrown in as well. There are also several places where you'll have to ride on walking time bombs to cross dangerous fields of spikes.

STAGE CREATION TIP #2: Design to the Strengths of the Playable Character(s)

Your constructed stage can feature one or more characters from among those you've unlocked in the main game. Since each of the different characters has special abilities, your stage should cater to this and feature areas that force players to make use of those talents. One way to lend replayability to your stage is by letting players choose from two or more characters, and then having areas in the stage that require certain characters to access.



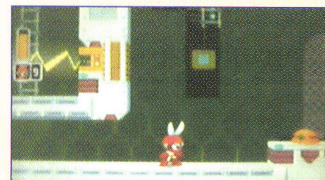
Our stage features Cutman as the playable character, and it makes use of his special ability—Cutman can push off against walls to jump to even higher areas that would normally be inaccessible to other characters. There are several places throughout the stage where you can use this wall-jump ability to reach new places.

STAGE CREATION TIP #3: Give the Player Options

Alternate paths create replay value in your custom stage, but they can also pose risks that you'll need to be aware of, especially if the separate routes are going to join back into a main path later on.

In Cutman Panic!, there's a high ladder that Cutman can reach which will lead to an alternate path. Eventually, this path rejoins the path below.

In order to prevent players from backtracking along the first path, there's a bomb platform that only crosses the bed of spikes from one side. When players rejoin the main path, the way back along the alternate path is blocked by the spikes, forcing players to head in the correct direction. It's important to maintain a course throughout the stage, so players won't become lost or disoriented... unless of course, that fits with your stage's theme.



STAGE CREATION TIP #4: Playtest, Then Playtest Some More

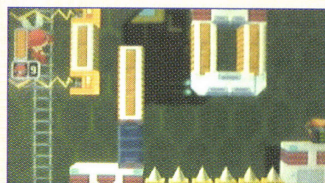


There is no single piece of advice I can give you that will be more important than playing your stage constantly as you create it. Test jumps, test obstacles, test everything. As your stage becomes more

complex, you'll encounter unexpected problems which may force you to repeatedly adjust the positioning of enemies and obstacles. If your stage has areas stacked on top of each other, you'll need to check every pit or opening to be sure that players can't accidentally or intentionally reach any place you don't want them to go, or end up stuck in an area that you forgot to block off from the rest of the stage. Have friends play your stage and give you feedback—often they'll find problems that you completely overlooked.

STAGE CREATION TIP #5: Make It Fun!

Most players like to be challenged, but nobody likes playing a stage where things seem to be unfairly stacked against them. There's a fine line between a good challenge and a sadistic torture chamber that nobody will ever complete because you made it way too hard.



That's all for this month, Mega maniacs! Next month we'll continue the Construction Mode coverage with information on the location of all of the enemy and scenery packs—where to find them, how to reach them and what each of them contains!

grand theft auto™

Vol. 18

The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to the final installment of *The San Andreas Chronicle*, a monthly column that has followed Carl "CJ" Johnson's path through *Grand Theft Auto: San Andreas*. Over the past 18 months, we've taken you through the storyline missions and given you in-depth looks at everything from dating to arcade games to shopping for new clothes and accessories. We've printed your letters, asked for (and used) your suggestions for making the column better, and even swam a lap around the entire island (continent?) of San Andreas. We'd like to offer our thanks to you for taking the time each month to join us for this journey, and to Rockstar for giving us the landscape on which we traveled.

THE MYSTERIES OF SAN ANDREAS

For this final chapter of *The San Andreas Chronicle*, we're going to show you some of the strange, mysterious things you can see if you know where to look in San Andreas.

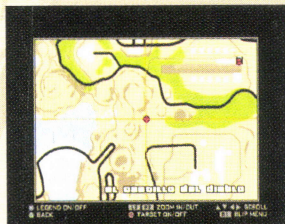
THE MAP

Up in Bone County, just southwest of the restricted area, is a roadside motel called the "Lil' Probe Inn." Inside this building, in a back office, is a large map of San Andreas posted to the wall above a desk. While there has been much speculation regarding the meaning of this map, and the large circular locations it seems to call out throughout the state, no official explanation for the map or its secrets has been given.

In the months following the release of *GTA: San Andreas* in 2004 there were widespread rumors that this map was tied to the bigfoot sightings that were spreading across the Internet like wildfire. Although the bigfoot myth has long since been officially debunked by Rockstar, there seems to be some indication that the large dots on this map may lead intrepid explorers to uncover even more mysteries.



THE UNMARKED MASS GRAVE SITE

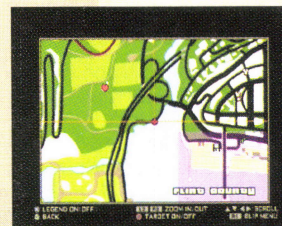


If you head north from the Lil' Probe Inn to the area known as El Castillo Del Diablo (which translates to "The Devil's Castle") you'll discover a chilling sight: Hidden in the shadow of a towering rock is a shallow pit containing six body bags. Parked nearby is an abandoned pickup truck. Who are the unfortunate, nameless souls entombed in this lonely place? The game offers up no explanation, only the remains of what appears to have been a burial that was interrupted suddenly, causing the culprits to flee on foot and leave their vehicle behind. Further clues to the nature of this mystery can be found in "The Introduction," a short DVD cutscene that was recently made available with the limited edition re-issue of *GTA: San Andreas* on the PS2.

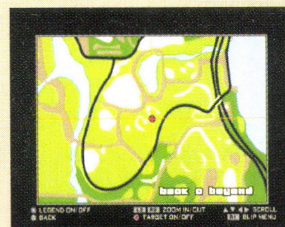
THE SUICIDAL TOURIST

Head west of Los Santos to Flint County. Look for the small trailer park along the lake (there's a monster truck parked there). This idyllic country locale seems quiet and peaceful, but there's a strange and disturbing phenomenon playing out just across the street.

You'll find a tourist snapping pictures with a camera near the lake. There's nothing strange about this, of course—it's a nice view of a beautiful lake. It's what this tourist does after taking the pictures that's odd—he or she will stand up and walk directly into the lake, promptly drowning! After a minute or so, another tourist will appear near the lake and the event will play out again in the same way....



THE GHOST CARS



For the final example of strange occurrences in San Andreas, you'll need to head to the Back O Beyond in southern Flint County. Look for the twin horseshoe-shaped markings on the map...and travel there during the darkest hours of night, if you dare.

What you may find, if you're lucky, are several beat-up old cars rolling around in the woods. Walking up to one of these vehicles and opening the driver's side door reveals that there is no driver! What mysterious force propels these cars, and where are they going? This strange sight has become one of San Andreas' biggest unsolved mysteries, although there are plenty of rumors and speculation surrounding the phenomenon.

In case you're wondering: Yes, we do realize that some of these so-called mysteries of *GTA: San Andreas* are simply the results of unintended (or possible fully intended) quirks of physics and geometry within the game engine. In a game as big as San Andreas, there are bound to be strange anomalies that manifest themselves in the nooks and crannies of the virtual geography. For us, it's much more fun to think of San Andreas as a living, breathing world in which to play, and stuff like this makes exploring it all the more interesting. Anyway, it's time for one last cup of hot coffee before returning home to Liberty City...or perhaps a vacation to Vice City? We hope you enjoyed our extended stay in San Andreas; we certainly did!

HALO

INSIDER

by Mark Johnson



With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating Xbox Live support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

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Did you know that *Halo 2* isn't just for killing? No, it's true. There are people who play *Halo 2* and try not to kill anyone. They just want to get to know you. One of these people is Chris Burke. He is the creator of *This Spartan Life*, an Internet talk show created with *Halo 2* "machinima" (i.e. staged game footage with overdubbed audio). The show, hosted by Damian Lacedaemon, touches on all the subjects you wouldn't expect from a *Halo 2* insider, from the future of books to the strange nature of Lara Croft. All the while Lacedaemon tries to keep himself and his guests from getting killed; it is a battlefield, after all.

We were lucky enough to chat with Mr. Burke about what goes into each episode of *This Spartan Life*. Unfortunately he wasn't able to put us in touch with The Solid Gold Elite Dancers, but I suppose we'll just have to get by with a few words from the man himself. So read the interview, then head on over to www.thisspartanlife.com to experience a whole new kind of *Halo 2*.



Meet *This Spartan Life* host Damian Lacedaemon and his musical partner DJ Octobit.

Q: People are doing comedy bits and action movies with *Halo* machinima. Why a talk show?

A: Ah, well, it was a reaction to what was going on (or not going on enough) in *Xbox Live*. This show was really driven by the live aspect. I thought, "hmmm, social space...what can I do with it?" First I thought of recreating the 1920s Dada soirées, where they would walk through the streets of Paris singing nonsense songs and doing street theater. But surprisingly, that only got me killed faster. Then I realized I could talk to people and take a nice walk outside without having to worry about dragging two cameras, tripods, lights and other gear along.

Q: How do you draw in your guests? You managed to get Malcolm McLaren to appear on your show. Is it really as simple as dialing up the former manager of *The Sex Pistols* and asking him to play video games with you? Did you bribe Bungie sound god Marty O'Donnell with a piano?

A: We have been very lucky. Marty O'Donnell contacted us, saying he liked the show. What a cool guy. I met Malcolm McLaren at an 8-bit music performance where I was playing. He is a big 8-bit fan and has made music himself in collaboration with Bubblyfish, a great Game Boy musician. Malcolm and Marty both really gave us great interviews. And that's what gives our show value, after all.

Q: How come the Solid Gold Elite Dancers are so awesome?

A: They are just hard-working, inner-city twenty-somethings who want to make it big in show business. They believe!

Q: What goes into each episode? What's your typical creation process like? How long does it take you?

A: It varies. Greatly. Episode 1 took forever, because we were learning. Episode 2 took forever because we were working with SpikeTV.com at the same time. Episode 3 is flying by, thank goodness! The writing process is hard for me. Luckily, John Keith finds it easier. Combined, we cobble it together. In the last episode we also had Terry Golob, our camera-man/editor, write and direct one segment. I try to look at it as similar to the variety shows of the 1970s, like Tom Jones, etc. If you start with that and drop a Bob Stein [see *Episode 1*] into it, you get something quite different.



The Solid Gold Elite Dancers watch *Breakin' 2: Electric Boogaloo* every night. It's their bible.

Q: Any plans to branch out at all? Will you try to bring other games into the mix, or stick to *Halo 2*? Might we see Stubbs show up next to The Chief?

A: I think *The Spartan Life* is all *Halo*, although don't hold me to it. Other projects are in the works. Nothing definite yet.



"No, really, I think that the New Mombassa government needs to regulate Warthog emissions!" It's more than just games on *This Spartan Life*.

continued

continued from previous page

Q: You put a lot of jokes and humor into your show, but you also talk about a lot of real-life issues that don't necessarily jibe with the Halo 2 universe. What made you decide to discuss politics and such instead of how to own that noob in the Warthog?

A: What the hell, you know? I want to do something I enjoy. I don't know how anyone in media avoids politics anymore. It seems to be creeping up our, umm, backs. And I think it's foolish to fear people's reactions. People will react worse if you are boring than if you have politics they don't agree with. Look at Jon Stewart's popularity! There are apparently a lot of Republicans who think he's funny as hell.

Q: What are the plans for This Spartan Life in the future? Who can we look forward to seeing you interview on the battlefield?

We have no solid guests lined up right now. Our wish list is long. Generally, we are interested in people who think for a living and don't know much about games necessarily. Film directors are a target. Quentin! Why won't you return my calls?! Seriously, just imagine it....

So in the five minutes of your day that you don't spend reading *Tips & Tricks* or playing *Halo 2*, run over to your computer and watch a few episodes of *This Spartan Life*. It's *Halo 2*. It's a talk show. It's good.

The Rest of the Game

Want something a little more traditional out of your *Halo 2* machinima? Here are a few more ways to get your game on when you're not actually playing.

Fire Team Charlie

A bit more on the surreal side of things, *Fire Team Charlie* tells the story of a few Spartans who protect the ring (Halo) from an invasion of the 2-Ds. Think of it as Master Chief vs. The Super Nintendo Sprites. With great production values and top-notch voice work, *Fire Team Charlie* is a definite must-see if you are fan of *Halo 2* machinima. You can find it at



No, really, that makes total sense.

www.xboxottawa.ca...but be careful, as strong language warnings apply. Hey, there's nothing quite like Prison Chef E. Honda owning a Spartan because he asked for pancakes. Yeah, it's a weird show.

The Codex

The Codex is a much more serious take on the *Halo* universe, and fits nicely inside its canon. Staying away from the humorous style of other machinima such as *Red vs. Blue*, *The Codex* tells the dramatic story of the fight between a group of Spartans and Elites for a Codex that can activate a halo. The winner of six awards from *Rockets on Prisoners*, which honors *Halo 2* machinima, *The Codex* was so popular that its makers created a prequel called *The Heretic*. For those of you who are into *Halo 2* for the story as much as the killing of weak noobs, this download is for you. You can find all 20 episodes online (and the prequel) at www.thecodexseries.com/tc.



The Codex features a large cast of characters, including female Spartans. You go, girl!



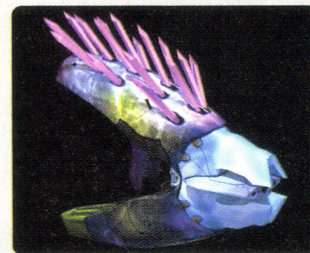
SGT. JOHNSON'S FOXHOLE

Few players have the skill to rule a map while sporting the Needler. It's one of the goofiest guns in the game, but for some reason the Needler has garnered its own cult following. Perhaps it's because all *Halo 2* players secretly love hot pink, or maybe it's the fact that Archie Gates immortalized it in song, but almost every *Halo* player chuckles when you mention the Needler. Plus, it's called the "Needler," which might be the sweetest weapon name ever.

NEEDLER

Specs

Ammo Type: Plasma
Clip Size: 30 (max of 90, or 3 clips)
Firing Mode: Automatic
Reload Speed: 1.5 seconds
Melee Speed: 0.7 seconds
Melee Hits With Shields: 3
Melee Hits Without Shields: 1
Melee Hits With Overshields: 5
Scope: None
Range: Medium
Accuracy: High
Duel-Wield: Yes



Shots Required

Head Shots: 8 needles
Body Shots: 8 needles
Head Shots with Overshield: Roughly 10 needles
Body Shots with Overshield: Roughly 10 needles
Note: For both of these, it varied from 9-12 needles depending on how close together they were as they impacted the target.

Strengths

The Needler can throw out a lot of pink, and those little glowing shards can obscure your opponent's vision, making it hard for them to get a bead on you. You get damage from the impact and the subsequent explosion of the needle. Needles will home in on a target and stick before exploding.

Weaknesses

Projectiles move very slowly, so your target has plenty of time to react and avoid them. The Needler isn't exactly the king of damage. Your gun shoots pink bullets.

It's pretty weak on its own, but dual-wielding two Needlers might see you through to the end. The problem is that most other guns shoot projectiles that just get to the target faster than those pink shards. You have to think about how you want the fight to go before you actually engage. Rather than charging or strafing, I often find myself in a sort of backpedal, letting my opponent charge through the haze of needles while they try to sight me. Try to back around corners and step behind crates as you shoot. Bullets don't track, but needles do, so your shots will be slowly homing in while their bullets smack harmlessly into walls. It's unquestionably a tough gun to use; it almost requires a defensive mindset to exploit correctly. Stay alive long enough while you shoot, and your enemy will die first; that's the Needler way. There's one more trick to the Needler: The more needles you can get to explode at once, the more damage they do. Five needles going off all at once will do more damage than five needles going off over the span of a few seconds. Luckily, when you dual-wield two Needlers, you can pump out pink shards at a frightening rate, so it's not too hard to make your opponent shine like a valentine.



VIDEO GAME COMICS

and Comic Book Games

Howdy, and welcome to what we hope will soon be your new favorite thing in the world: *TIPS & TRICKS'* new monthly comic-book column. Comic books and video games are doing the Reese's Peanut Butter Cup dance all over the place nowadays, and it's no wonder—a fine illustrated periodical is the perfect medium for expanding the world of your favorite game. We want to be your eyes and ears in the four-color world, so if you have any questions, theories or bones to pick, give us a shout. Otherwise, in the words of the great Stan Lee, "Excelsior!" (Man, we've always wanted to write that!)

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Art from "Breaking Quarantine" by Ysutomo Nihei

HALO GRAPHIC NOVEL

Marvel and Bungie Team Up

Gather 'round, children, as we weave a tale of video-game and comic-book synergy that'll bring a tear of joy to your eye. (Well, maybe not...but we're sure glad that we have a video-game comics column where we can tell you

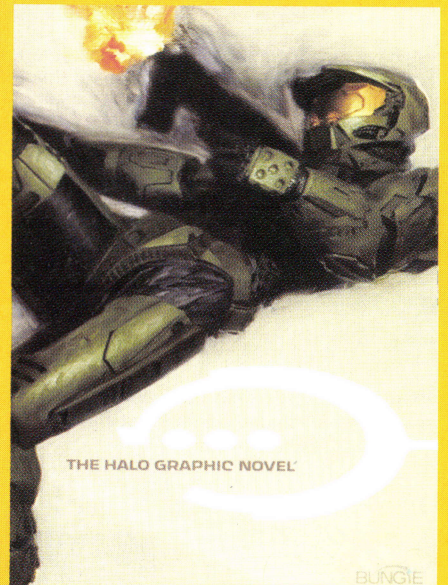
about it!) Marvel Comics and *Halo* developer Bungie Studios are collaborating to bring you the *Halo Graphic Novel*, a 128-page hardcover anthology of stories from the *Halo* universe and all-new *Halo*-inspired artwork, as written and drawn by such comics industry luminaries as Moebius and Simon Bisley. Some of Bungie's own artists have also contributed to the package.



Art from "Armor Testing" by Ed Lee and Jay Faerber

Instead of simply selling the *Halo* rights to Marvel and hoping for the best, Bungie is actually overseeing and producing the *Halo Graphic Novel* itself; Marvel has simply signed on as the book's publisher. Look for it in July, and keep your eyes on this column for further info on the "additional *Halo* comic projects" which Bungie claims are in the works.

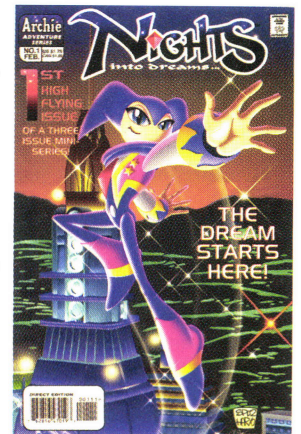
Art from "Second Sunrise Over New Mombasa" by Moebius and Brett Lewis



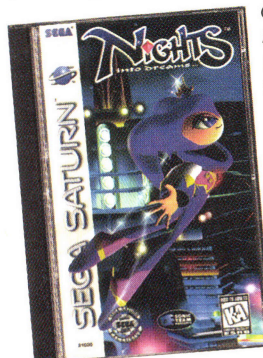
BACK-ISSUE BIN

NIGHTS INTO DREAMS

Published by Archie Comics as kind of a spin-off from its successful *Sonic the Hedgehog* comic line, the *NIGHTS into Dreams* three-issue mini-series hit the stands between February and April of 1998. Over a year had passed since the release of the Sega Saturn game of the same name, but the comics clicked with younger readers because they were colorful and fast-paced, with artwork by fan-favorite *Sonic* artist Patrick Spaziante. ("Spaz" was also well-known for providing cover illustrations for



Game-Fan magazine.) It proved to be so popular that the publisher extended the series for another three issues, from August through October. Because of the enduring popularity of Archie's Sega-related comics in general—and the recent surge in comic collectors snatching up older copies, particularly of the *Sonic* titles—you might have a little trouble finding the *NIGHTS* mini-series. Check the back-issue bin in your local comic shop, 'cause we don't see all six issues on eBay very often.



X-MEN THE OFFICIAL GAME

No kiddin', it really can't get any more "official" than this: Activision has announced that the storyline of its new X-Men game has been written by Zak Penn and none other than Chris Claremont. Penn is the co-screenwriter of the new feature film *X-Men: The Last Stand*, and Claremont is the guy who literally shaped the personalities of characters like Wolverine, Storm and Nightcrawler during his legendary 16-year run as the writer on Marvel's flagship *Uncanny X-Men* comic. No schmucks, they!

Though it may not have the most original title, *X-Men: The Official Game* is really different from Activision's movie-



Chris Claremont

based *Spider-Man* and *Fantastic 4* games because it's not just trying to retell the movie's story with some embellishments. It's actually a prelude to the new film, detailing the events that take place between *X2: X-Men United* and *The Last Stand*. The game focuses on three playable characters (Wolverine, Nightcrawler and Iceman), but the rest of your favorite X-Men appear at various times to fight by your side. And it's coming out for practically every system except the Xbox 360, PSP and Gizmondo! (Call us nutty, but the *Shantae* fans among us are really looking forward to the Game Boy Advance version, which was developed by Wayforward Technologies.)



PERFECT DARK ZERO, KAMEO

Comics on the Way

If you bought Prima Games' official strategy guides for *Perfect Dark Zero* or *Kameo: Elements of Power* for Xbox 360, you probably noticed the sneak previews inside for upcoming comic book/manga series based on those two titles. And you may be wondering what the heck happened to them, since the books were supposed to appear in the spring. Fortunately, they're still on the way; Prima just ran into some minor delays with the creative teams.

Kameo: Elements of Power will be written by Sunmin Park (writer/director of the upcoming *Kameo* feature film) and illustrated by *Gundam/Moldiver* character designer Hiroyuki Kitazume. *Perfect Dark Zero* will be written by Eric S. Trautmann and illustrated by ColdFuZion Studios. Both series have been rescheduled to the August/September time frame, and each is planned to consist of six bi-monthly issues followed by a trade paperback that compiles the entire story into a single volume.



NOW SHIPPING!

Here's a handy list of video game-related comics and manga that are currently shipping to comic shops and book stores. To locate a comic shop near you, visit csls.diamond-comics.com on the Web or call 1-888-COMICBOOK.

Sonic the Hedgehog #162

(Archie)

Writer: Ian Flynn

Artist: James Fry

Sonic X #9 (Archie)

Writer: Joe Edkin

Artists: Tim Smith/Al Milgrom

Hoo, boy...not a lot of video-game comics coming out this month! Break out the tumbleweeds!



Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

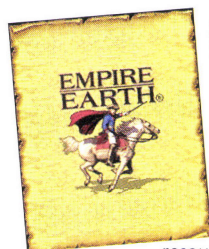
So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

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VIVENDI JOINS THE MOBILE PARTY

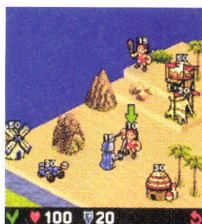
This column has documented the growing number of mainstream video-game publishers that have started also doing mobile titles—and it seems as if the trend isn't going to stop soon. The latest name to add to the list is Vivendi Universal Games Mobile.

With a parent company known for such franchises as *Crash Bandicoot* and *Spyro the Dragon*, among others, there's plenty that it can call on to convert into mobile fare. In fact, it has immediate plans for three *Crash* games (*Crash Nitro Kart*, *Crash Tag Team Racing* and *Crash Twinsanity*), two *Spyro* titles (*Spyro the Dragon* and *Spyro Ripto Quest*) and two *Leisure Suit Larry* games (*Leisure Suit Larry Magna Cum Laude* and *Leisure Suit Larry Sexy Pinball*). We'll leave those for a future *Gaming 2 Go* column, but what we can tell you about now is a pair of mobile conversions from other VUG series, both of which are available now.



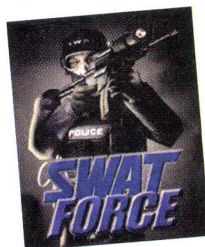
resource gathering, unit construction and, of course, combat.

Empire Earth is a scaled-down version of the PC-based, civilization-building strategy game. It covers the growth of the human race in 2,000 years across four eras: Stone Age, Middle Ages, Modern Age and Nano Age. With turn-based planning and execution, it prompts you to expand your territory through



A hard-core strategy title like *Empire Earth* is much more intricate than most mobile fare, so (thankfully) there's a full tutorial to lead you through what you need to play and succeed. There are also three different difficulty levels, so you can match the AI challenge to your skills. It also comes with three gameplay modes for variety: Adventure is the main single-player game with ten campaigns of multi-objective strategy through the historical storyline; Skirmish is a head-to-head battle against a computer-controlled opponent; and the Multiplayer portion is much like Skirmish, but instead enables two players to compete with a "hot seat" pass-around structure.

The gameplay itself is complex, but the controls have been designed to be so easy to use without any number-pad functions to memorize. All you need is the directional pad and action button to navigate menus, build and move units, and everything else that goes with it. For example, when you click on a unit, context-indicating icons appear over it, such as an arrow to move or a sword to attack. If strategy is your thing, you'll want to get your hands on *Empire Earth*.



team—an artillery specialist and an explosives expert—that you have to move through a "crisis situation." Basic obstacles are doors (which may be booby-trapped) and gun-

At the other end of the spectrum is *SWAT Force*, based on the long-running action/strategy series. In the mobile version, you have a two-man



men (try to arrest them, stun them with a flash grenade or fire if they're unwilling to comply). The farther you go in the seven missions, the tougher it is to make it out without losing one of your team members.

The game is set up with simple navigation and control. The d-pad moves your team, and when you reach a decision point, an exclamation point comes up that indicates you need to make an action. This could be anything from opening a door to throwing a grenade to commanding a criminal down on the floor so you can handcuff him, each of which is selected from the menu after hitting the "action" button. From there, it's just a matter of taking it a step at a time and reacting to each situation properly.



The missions get harder, but you'll soon be itching for more. We're confident that Vivendi will end up providing more *SWAT* scenarios in the future.

Hey, Heads Up for Hot Poker

The partnership between Abandon Mobile and NBC is responsible for yet another title with the recent release of *NBC Sports Heads-Up Poker Championship*. The game comes on the heels of the second televised National Heads-Up Poker Championship, which ran on NBC in April, in which 64 poker pros gathered for one-on-one matchups toward the final match.

Unfortunately, this handheld version won't have you facing off against the likes of Doyle Brunson,



Phil Hellmuth or Daniel Negreanu in a rousing game of Texas Hold 'em, as the game's opponents are fictional computer-controlled players. But you will be offered a few different modes of poker play, including a heads-up tournament, a single player-vs.-player match or a seven-player "sit-and-go" tournament determined when only one player has chips. There's also a save-game feature that makes it easy to play a long series of hands or just a quick break, always picking up the game where you left off.

The interface is well done and clean, with simple controls that enable you to focus on the card playing. While the poker play itself doesn't come close to professional quality or even provide any variation from foe to foe—and occasionally an AI player will fold uncontested—the competition is decent for a handheld game. Sure, the pseudo announcer and opponent comments are repetitive after you play a few games, but that isn't the reason you'd buy it, so it's easy to ignore.

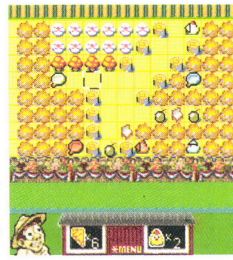
Guppy Swimming with New Titles

Founded in 2004, Guppy Games is a relatively new mobile-game publisher ready to increase its catalog of entertainment titles. Its three new entries are *Bill's Eggcellent Adventure* (available now), *Kung Fu Academy* (ditto) and *Stick Fighter Fury* (due in May).

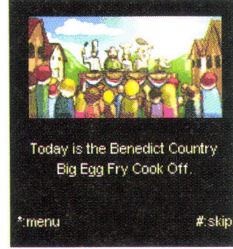


In *Bill's Eggcellent Adventure*, you play the part of Bill Skillet, the reigning champion chef at the annual Benedict County Big Egg Fry Cook Off. Unfortunately, Egger Rotten, the second-place finisher, is looking to keep you from a repeat victory. To foil Egger's plot, Bill need to carefully move his collection of eggs and hens around any hazards, and make it to the Fry Cook Off.

Basically, the hens throw the eggs in the direction they're facing, and an egg will keep moving in the current direction until it hits an obstacle or wall. You can place angled cheese wedges that deflect an egg at a 90-degree turn, which is how you guide them around the screen and to the places you want them to go. If a hen gets hit by an incoming egg, the egg is split and goes out in two directions (indicated by arrows from the hen).

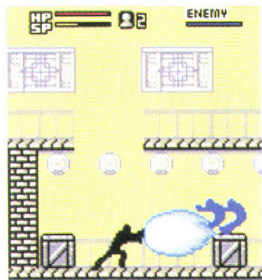


Meanwhile, a barn house will take an incoming egg and split it into eggs going in three directions.

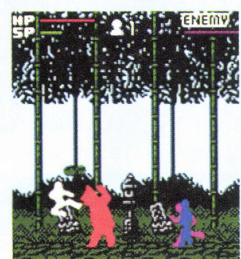


It's a goofy premise, yes, but at the heart of *Bill's Eggcellent Adventure* is a tricky puzzle that becomes tougher to solve as you progress through its 60 levels. Each puzzle is a single screen that tests your problem-solving abilities, requiring you to match up like-colored eggs and frying pans.

Stick Fighter Fury is, as you would expect from the name, a martial-arts game. However, its stripped-down graphics make it a stylish brawler. You're controlling a solo fighter in his quest to save his new wife, who's been kidnapped by the evil Shadow Clan, but his onscreen look is that of...uh, well, he's a one-color stick figure. In fact, every character in the game is a one-color stick figure, but the hero is ninja-black, so you know he's tough and cool.



The game features six levels, each made up of a series of rooms—105 rooms in all. As you scroll through the maps, you need to use your



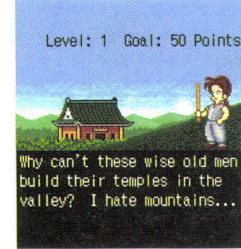
fighting skills to survive and continue, and you have a wide variety of offensive and defensive maneuvers. These include walk, run and jump; kick and punch (simply mapped to a single button); and combinations that unleash more intricate moves. Button combos give you a grab-and-throw attack, a sliding tackle, a jump kick, kicking from a prone position and even a super kick that involves running at the wall, jumping at it and pushing back at the enemy.

If you need a comparison, imagine a mobile version of *Prince of Persia*, but drawn by someone with a limited art budget. And that's not a bad thing, because, while the look of *Stick Fighter Fury* may be unorthodox, the gameplay is still solid fighting action. It's a unique action game with three gameplay modes: Normal Mode, Time Attack (like Normal with a clock ticking down) and Sudden Death (Time Attack with only one life).

Kung-Fu Academy sounds like it'd be a hard-core fighting game, but it's really a test of timing and reflexes. The screen is broken up into four zones, with one of your academy students in each zone. Hitting a corresponding button (1 for top left, 3 for top right, 4 for bottom left and 6 for bottom right) causes that zone's character to unleash a specific action: For example, Ah Li can levitate to float over objects, while Jin swings his blade to slice a



piece of falling fruit in half.



The key is to get the timing down on when to push the button, which is in response to an item moving toward the character in a zone. Sounds easy, right? Uh, no. As the game progresses, you not only have to react by pushing the button to react to an object falling in one of the zones, but you also have to track different-colored items that fall at different speeds. It's all

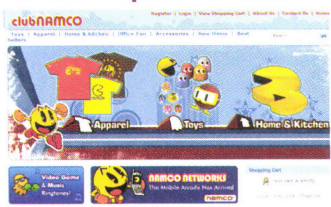
happening at once and the four zones are a chore to maintain.

There's also a leveling aspect to the game. Chaining together successful actions without having any of your students take a hit enables the building up of each character's combo meter, which multiplies the points received for each action. *Kung-Fu Academy* is easy to play, yet difficult to master.



MOBILE GAMING NEWS

• **Namco Opens its Club**—Namco Networks America, the mobile division of publisher giant Namco Bandai, has made it easier to buy its products online with the launch of clubNAMCO.com. The site offers various game-related fare, such as ring-tones and wallpapers, for its large stable of franchises, including *Dig Dug*, *Galaga*, *Pac-Man* and *Ms. Pac-Man*. Additionally, clubNAMCO has other non-mobile items, such as T-shirts, collectibles and extremely popular battery-powered versions of *Pac-Man* and his four ghost adversaries...who are celebrating their 25th anniversary of chasing each other around.



• **This Blaze Has Just Begun**—More than a year after Kayak Interactive acquired Europe-based publisher Synergenix, the consolidation of the pair is complete, and the company that's come from this marriage will now be known simply as Blaze. According to a statement, Blaze will "aggressively build" its growing catalog of titles, including four games based on *The Da Vinci Code* (both the book and the Tom Hanks movie) as well as licensed content in conjunction with MTV and VH-1. The company's existing mobile titles are based on such popular brands as *The Three Stooges*, *Slingo* and *Carmageddon*.



ONLINE GAMER

by Jeb Haight

Get Connected to the World of Online Console Gaming

Vol. 22



BATTLEFIELD 2: MODERN COMBAT

Live for Xbox 360

before it had offered players so many ways to destroy the enemy. Lots of copycat games by other developers followed, but only a few have even come close to the intense combat found in *BF1942*.

Fast-forward to April 11, 2006. Although it took several years, gamers finally get to experience this awesome series on a next-generation console. Despite the fact that it is basically the same game that was recently released on the Xbox and PS2, *Battlefield 2: Modern Combat* for the Xbox 360 features three extra maps, four new vehicles and improved visuals. There is a single-player mode available in all console versions, but it is really just basic training for the amazing online gameplay.



The Amazing Clan and the Clan Plan

My virtual tour of duty began when I fired up the game and logged onto the EA servers. I was presented with a menu offering the usual Quickmatch and Ultimatch options, as well as "Clan Games," "My Clan" and "View Stats." Here I discovered the extensive clan support for *Battlefield 2*. Players can create clans, complete with motto and region location, and battle other clans for cyber-world dominance. Playing with a pick-up-group (or "PUG") is fun, but often players will encounter team killers (don't you hate these guys?) or n00bs that spoil the game due to their ignorance. However, playing in a clan offers a tactical advantage, and ensures that no one is out to ruin your fun.

Players can choose to build up their statistics by joining ranked games or play just for fun in unranked matches. I think ranked games are more entertaining, as they let players earn promotions (from Private to 5-Star General) for skilled play that eventually lead to improved weaponry. There are also challenges that reward players with medals and ribbons. Did you kill 20 enemies with grenades in one life? You just won the Grenadier medal! Did you heal four allies without dying? You are worthy of

the Medic medal! Are you so addicted to the game that you participated in 500 game matches? You definitely deserve the Veteran ribbon (and some therapy)! While the mini-challenges add a fun new dimension to the game, be aware that some players will try to earn medals at the expense of winning matches.

What is strangely absent from this menu is the ability for players to create their own matches. That's right: Matches can only be played on official EA servers, which severely limits the variety. Players cannot choose the map rotation (although they can vote on the next map to be played), set up which vehicles are to be used, or even choose between conquest mode or capture the flag. The only custom games available are for clan vs. clan matches. Fortunately, the incredible variety in level design and specific vehicles for each map guarantee that the gaming experience will never get monotonous.

Head of the Class

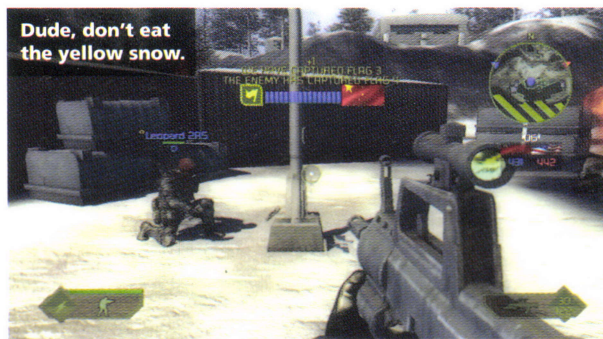
It was time to join a battle and annihilate the enemy! But first I had to decide which class to start with. Custom matches notwithstanding, the *Battlefield* series is all about options, and part of what makes the series so unique is the availability of soldier classes equipped with unique weaponry that is advantageous in the right situation. This means that there won't be anyone equipped with all the best weapons in any battle. Think of it as a rock/paper/scissors scenario, where every class has advantages over certain other classes. No matter if you are playing as U.S. troops, the European Union, the Chinese or the Middle East Coalition, all sides sport similar weaponry for each class. However, the only weapons shared by all classes are pistols, which are incredibly weak. It takes several rounds, even to the head, to put down enemies with this last-resort weapon.

The first of *Battlefield 2*'s classes is the **Assault** class, which sports an automatic rifle with a grenade launcher, as well as regular and smoke grenades. Although highly susceptible to long-range fire, this is the class that usually earns high scores, since the assault rifles and grenades are so deadly.

Next is the beloved **Sniper** class, sporting an incredibly lethal long-range single shot rifle, smoke grenades, a motion detector and a handy tool that "paints" vehicles with a laser. After being targeted, the vehicle is quickly blown up by a homing missile. Since it is almost impossible to avoid this, be sure to listen for the beeping sound when inside vehicles; this indicates that your fate is sealed unless you bail A.S.A.P.!



The Third class is **Special Ops**, which is all about sneaking around and detonating explosive packs. Their main weapon sports a suppressor and is a bit less powerful than the assault rifle, but still packs a punch. Spec Ops can also disorient opponents with flash bang grenades and humiliate them by getting close-range kills with their commando knives.



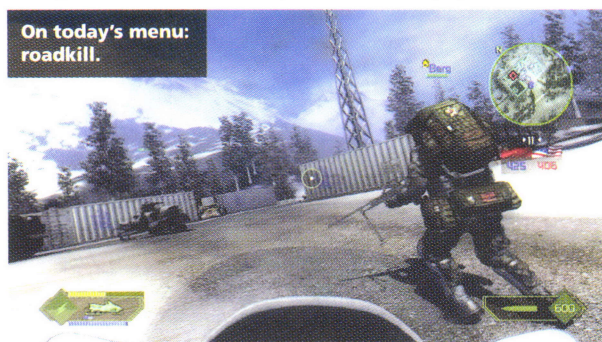
Next in line is the **Engineer**, which is my favorite class because they are so versatile. Packing a shotgun and a dumb-fire rocket launcher as their primary and secondary weapons, these guys are deadly at any range. The rocket launcher is so accurate that I can snipe people across a map as if it were a rifle! With land mines and a blow torch that can repair friendly vehicles and damage enemy vehicles, this class is highly valued by every team.

Finally, the **Support** class uses a heavy machine gun that is very inaccurate but incredibly powerful. This weapon is perfect for laying down suppression fire and can even blow up small vehicles like Humvees and cars. When tanks and armored vehicles are a threat, it's time to call in a mortar strike with the portable radio. The Support class can also heal friendly soldiers, which is really beneficial in the heat of battle.

Most players will pick a few classes and stick to them throughout each match, but the real skill comes from learning all of the classes and changing tactics depending on the situation. Becoming a "jack of all trades" is extremely advantageous because it means that you can adapt to any situation. Let's say you were an assault class that was just killed by a tank. Simply spawn as a Special Ops or Engineer and blow that tank to smithereens! Or maybe you just ran out of ammunition and there aren't any ammo crates around—simply grab a "weapon pack" from a downed soldier and switch to his class to gain all of his weapons and unused ammo.

Mean Machines

Battlefield 2 walks a fine line between realism and arcade gameplay. All weapons and vehicles are based on real life objects, but are balanced for fair play. Players don't have to worry about being qualified to drive a particular vehicle or earning the right to use a certain weapon because all players can com-



mandeer any vehicle or use any weapon in the game. This includes machine gun emplacements, heat-seeking missile launchers, helicopters, tanks and armored vehicles, as well as snowmobiles, boats and mini-vans armed with machine guns! There are over 30 vehicles in the game, with most of them

supporting multiple seats. One player can pilot a helicopter while two others can man the mounted machine guns and two more can hitch a ride. In addition, if a player takes a vehicle solo, he or she can switch positions in order to exploit the vehicle's weaponry (although I wouldn't suggest doing this while flying).

While most of the vehicles have user-friendly controls, I find the helicopters to be overly complex. There are two control schemes for flying, but both are difficult to master. Perhaps this was intentional, since a skilled pilot can dominate the battlefield. Whatever the reason, I don't fly helicopters very much since I'm not very good, and no one else seems to mind because there is always someone to snag the helicopters as soon as they spawn.

Each match begins with both teams spawning at their main base, followed by a mad scramble to grab the limited number of vehicles. Then it's off to capture and hold several key points on each map. Some maps have several points to hold, which makes them switch sides often, as it is difficult to guard many areas at once. Others only have a few areas to defend, which makes the battles more intense since players are confined to a smaller region. Up to 24 players can join each battle, so there is hardly a shortage of enemies to slaughter.

Mappin' It Out

16 different maps are available out of the box, and they have so much variety that players may never get bored. Honor is a large, open map with a bridge spanning a large river. There is also a small island in the river with a footbridge leading to it from each side. The U.S. side must infiltrate the temple on the other side of the river and capture key points of interest while the Chinese defend their homeland. Due to its enormity, this level is perfect for snipers. Since it features only armored vehicles for transportation, I particularly enjoyed setting explosives on the bridge and waiting for unwary travelers.



The Black Gold is a very unusual map that also offers great gameplay. The MEC must defend a giant oil platform from a U.S. invasion at all costs. U.S. players start on a large island and can travel to the oil platform by helicopter or armed gunboat. Once on the platform, there are intricate pathways and lots of places to ambush enemies. Players must also watch out for skilled snipers as they can see and shoot from the platform all the way to the island, and vice versa. Here I found out that it is possible to snipe people out of helicopters! Imagine the smile on my face as I carefully aimed at the cockpit of a hovering helicopter, cracked off a shot and watched the pilot's carcass drop out, tumbling all the way down to Davy Jones's locker.

Every battle in *Battlefield 2* is filled with plenty of impressive explosions and visual effects ranging from muzzle flash to ragdoll physics. However, the game engine doesn't seem to be able to handle vehicles driving over barrels and other moveable objects. Doing so usually results in the vehicle getting caught on the object, and often it is impossible to separate the two. Unfortunately, the only option left is to abandon the vehicle.

Nevertheless, any cyber-soldier eager to enter combat will be overjoyed at the wide variety of options and intense gameplay that *Battlefield 2: Modern Combat* offers. I consider this title to be the most enjoyable online gaming experience currently available on the Xbox 360.



Greetings, sports fans, and welcome to the **Tips & Tricks** sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

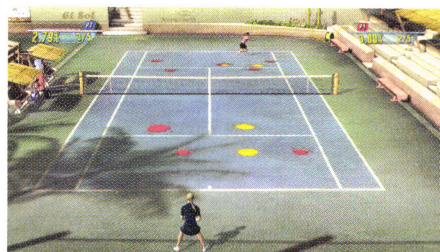
TIPS & TRICKS

SPORTS DESK

by
Josh Engel

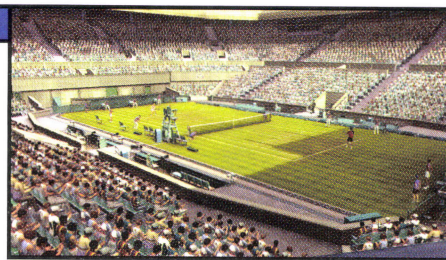
Vol.
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Top Spin 2



While *Madden* gets most of the love when it comes to sports video games, the *Top Spin* series is widely regarded by the hardest of hardcore sports fans to be the best in the business. The XSN

lets you try your hand at drop shots and passing shots, while the Risk Shots introduce you to spoon serves and diagonal shots. But even if you don't know the difference between side spin and a Sit & Spin, you can still compete with safe shots.



Sports brand that showcased the original *Top Spin* may be dead, but the spirit of top-notch tennis continues with *Top Spin 2*.

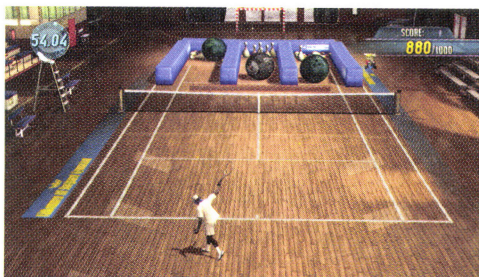
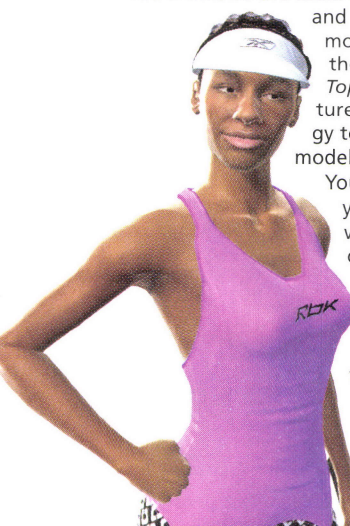
You'll find all the usual features, including Exhibition, Multiplayer and Online modes, along with a robust Career mode that will challenge you to rise through the ranks from Young Gun to Tennis Legend. *Top Spin 2* also features a create-a-player feature, using 2K Sports' Digital Identity technology to produce some of the most realistic player models this side of EA's *Tiger Woods* series.

You can keep things as simple or complex as your skill level (and familiarity with tennis)

will allow. You'll quickly learn that there's way more to being a great tennis player than just being able to hit a forehand and a backhand. The Advanced Shot system

When you're in a sociable mood, sign on to *Xbox Live* and play someone anywhere in the country. You can engage in a friendly Player Match, where the results don't affect your status, or you can play a Ranked Match and see how you stack up against the top tennis players in the nation.

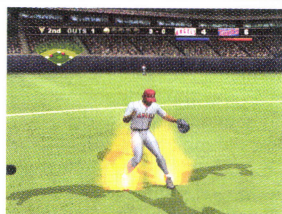
If all these features *still* haven't sold you on *Top Spin 2*, there are two words that should seal the deal: Maria Sharapova.



MLB SlugFest 2006

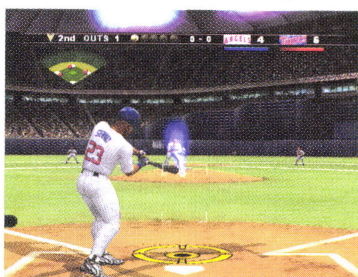
Whether you enjoy discussing the merits of a well executed hit-and-run or you just like hot dogs and beer, a baseball fan's dedication varies from one lunk to the next. If you fall into the latter category, you might be the type of player Midway is looking to hook with *MLB SlugFest 2006*.

This game takes the national pastime,



sucker punches it in the gut and drops a Peoples' Elbow on it...just to add injury to insult. Calling *SlugFest* over the top is like saying Paris Hilton enjoys media attention. Players catch on fire, engage in wrestling matches on the mound, throw corkscrew pitches and generally do things you'd never

see in a regular baseball game. You'll find several gameplay modes to choose from, including Season, Playoffs and Home Run Derby. Most notably, for the first time in the history of the franchise, you can craft your very own basebrawler with the Create-A-Player feature. Just about the only negative about *SlugFest 2006* is the fact that this will be the last game in the series for a few years, since Take-Two has the MLB license locked up until 2013 or so.





NBA Playoffs Simulation



Featuring NBA Live 06

Every June, the 16 best (or, at least, the 16 *hottest*) teams in the NBA get together for a little hootenanny we like to call the NBA Playoffs. For some teams it's a regular occurrence, but for others, making the playoffs means having to reschedule summer plans unexpectedly. Despite what the other 82 games on each team's schedule may think, June is when the "real season" begins.

It's a new era in the NBA, where talented basketball players are the exception and phenomenal athletes take center stage. So it's always refreshing to see a squad that actually understands the concept of a "team" and embraces it. (Are you reading this, Marbury?) With that said, it's no surprise that the usual suspects are the top-seeded teams again this season—namely, teams that are deep and well balanced, and don't rely on one superstar player to somehow win a championship by himself. (Anyone have Jerry Buss' phone number?)

I decided to give EA Sports' *NBA Live 06* a stab at simulating this year's playoffs to see if it really is "in the game." The seedings are based on the standings at the end of March (when I'm writing this column), so please take that into account when comparing my results to the real thing.

The First Round

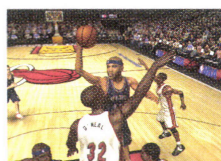
The first round of the 2005-2006 virtual playoffs was nothing but a formality, as the higher-seeded team won in all eight matchups. In fact, the only team to be even slightly tested in the first round was the Western Conference's #4 seed, the Dallas Mavericks, who had to go six games to beat the pesky Los Angeles Clippers, 4-2. Every other series was either a sweep or a 4-1 victory.



Conference Semifinals

So the second round was all the "predicted" matchups. In the Western Conference, it was a battle for the Lone Star State as #1 seed (and defending NBA Champion) San Antonio matched up against the #4 seed Dallas Mavericks, while #2 Phoenix welcomed the #3 seed Denver Nuggets to the desert. Over in the Eastern Conference, #2 Miami Heat was hoping to burn the #3 seed New Jersey Nets, while the top-seeded Detroit Pistons were geared up to get medieval on the #4 seed Cleveland Cavaliers.

For two teams in the Conference Semifinals, things didn't exactly go as planned. In the battle of Texas, the Mavericks had a surprisingly easy time with the Spurs, taking the series, 4-1. Over in the East, it was a mild upset as Vince Carter finally started living up to his



potential by averaging 22.3 points per game in leading the #3 Nets to a 4-2 series win over Shaq and the #2-seeded Miami Heat. These two underdogs moved on to the Conference Finals, where they would face the Phoenix Suns (#2) and Detroit Pistons (#1) respectively.

The Conference Finals

Things didn't look good for the Suns two games into the Western Conference Finals, as Dirk Nowitzki and the Mavs stole both games at US Airways Center to head home with a 2-0 series lead. Over in the Motor City, the Pistons misfired slightly, splitting the first two games of the series with the Nets, and headed to the Meadowlands tied 1-1.

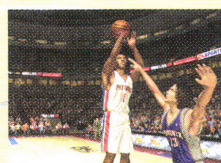
The change of scenery seemed to do the Suns well, as they destroyed Dallas, 112-96, in Game 3. The next game was much closer, but the result was the same, as Phoenix knotted the series at two games apiece with a 96-94 win. And that seemed to give the Suns the momentum heading back to the desert, as Amare Stoudemire led his team to an easy 102-75 win in Game 5 to take a 3-2 series lead. So it was back to the Big D for Game 6, where the Mavs made a valiant effort, but ended up losing 92-86, propelling the Suns into the NBA Finals for the first time since the Charles Barkley era.

It was a much different story in the Eastern Conference, as the Pistons looked poised to win a second title in three years. While the Nets did manage to steal one game in the series, this one was all Detroit, as the dynamic backcourt duo of Chauncey Billups and Rip Hamilton led the Pistons to an easy 4-1 series victory.

The Finals

The Finals would match three-time champion Detroit against two-time loser Phoenix.

Game 1 was a seesaw battle that saw multiple lead changes late into the fourth quarter. In the end, it was too much Chauncey Billups, who scored 12 points in the final frame and 28 for the game to give the Pistons an 86-83 win and a 1-0 series lead.



Game 2 wasn't quite as exciting, but it was a close game. The Suns led all the way, although never by more than 10 points, which was the final margin of victory. Amare Stoudemire led the way for Phoenix, scoring 25 points and pulling down 12 boards in a 98-88 win. With the three-point loss in Game 1 and a win in Game 2, the Suns *had* to feel good head-

ing back to the desert for Games 3-5.

But it was the Pistons who were on fire in Game 3, as they came out firing, and didn't stop until they had emerged with a 106-98 win and a 2-1 series lead. Rasheed Wallace, who had been relatively quiet in the series up until this point, led all scorers with 28 points and also snagged seven rebounds.

Game 4 was more of the same—for both teams. The Pistons couldn't miss, while the Suns had a hard time finding the rim as Detroit took a commanding 3-1 series lead with an 89-81 win.

The Suns found new strength when faced with elimination in Game 5, as they led wire-to-wire and stayed alive with a defensive-minded 80-72 win. Amare Stoudemire was Kobe-esque in this game, scoring 32 of his team's 80 points, although he only made 11 of 28 shots.

It was back to Motor City for Game 6 and the Pistons' second chance at clinching the title. The Suns weren't quite ready to throw in the towel, however. Phoenix outscored Detroit by 18 points in the second and fourth quarters and won going away, 99-85, to tie the series at 3-3 and force the most exciting thing in sports: Game 7.

Things were looking good for the Suns for the first 36 minutes of Game 7, as they scored the first basket of the game and led 61-55 after three quarters. But somebody forgot to tell Phoenix that the game is 48 minutes long, as they seemed to be out of gas in the fourth quarter. Eight turnovers and a huge three-pointer by Chauncey Billups spelled disaster for the Suns, as the Pistons won their second title in three years with an 86-81 victory in Game 7. Rasheed Wallace led Detroit with 28 points and was voted MVP of the Finals after averaging 24 points and eight rebounds per game in the series.



Could It Happen?

After simulating the World Series, the Stanley Cup Finals and the NCAA's March Madness in past editions of *TIPS & TRICKS' Sports Desk*, I'd have to say this is the most likely scenario to actually come true. The Pistons have the best record in the NBA, and the Suns definitely have the talent to reach the NBA Finals. While *NBA Live 06* may not be the best hoops game on the market this year, at least it seems to be pretty accurate when it comes to playoff simulation!





100 JAPAN REPORT!

by Anatole Brown

Vol. 100

Welcome to the 100th installment of Japan Report!

When I first started this column, things were quite different in the video-game world. Japan was clearly the dominant force and pretty much dictated much of what we played here in the States. *Final Fantasy VII* and *Super Mario 64*—games developed by the Japanese—were all the rage, and the console wars were being waged entirely within Japan's borders between Sony, Nintendo and Sega.

Today, however, western developers are defining the video-game landscape more than ever before. Bring up video games today, and the conversations will often revolve around *Grand Theft Auto*, *Halo* and the Xbox 360. The video game is no longer just the realm of Mythril swords and hopping platform characters; today it's an entertainment behemoth, threatening to devour even Hollywood summer blockbusters and their action-hungry audience.

Which is why we often hear people say that "Japan doesn't matter anymore" in discussions and online message boards. But nothing could be further from the truth. Japan is still the leader in innovative gameplay. As today's market gets saturated by countless FPS clones, we're lucky that Japan still has the charm to remind us of why we were attracted to this pastime in the first place. Games like *Katamari Damacy* and innovative hardware like the Nintendo DS will always keep Japan at the forefront of the video-game world. Let's hope that Japan is just as relevant when this column hits Volume 200!

I've decided to put the news on hold this month and indulge in a little self-ish nostalgia. I've gathered some of my favorite *Japan Report* "moments" over the past 100 volumes. Enjoy!

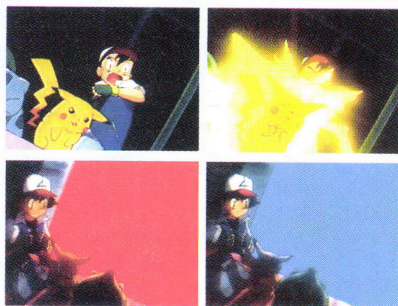
Vol. 1 (February 1998)

Japan Report debuted in the February 1998 *Bloody Roar* issue. It was born out of a candy-cane blend of *Letter from Betty* (a Hello Kitty-flavored column by former T&T executive editor Betty Hallock), our "Happy Funny" Japanese candy reviews and various tidbits from the bottom bars of the *Tips* sections. In the first volume, we took a look at Japanese arcades and how they tend to be friendlier and more of a social breeding ground than their dingy, dark American counterparts.



Vol. 2 (March 1998)

Just as the column took off, the biggest news to come out of Japan was the infamous Pokémon seizure incident! The *Pokémon* cartoon episode "Computer Warrior Porygon" contained an explosion scene that caused TV screens to flash wildly, sending more than 700 Japanese kids to the hospital with seizure-like symptoms! Ever since then, Japanese anime are required to carry a warning at the start of every show. When the *Pokémon* TV show came to the U.S. later that year, the producers dimmed the screen image any time a Pokémon used any kind of flash or lightning ability...and the Porygon episode never aired in this country.



Vol. 3 (April 1998)

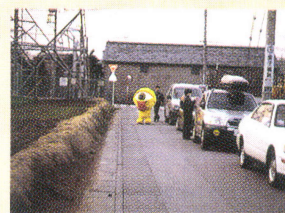
Tekken 3 for the PlayStation had an unlikely secret character named Gon. The pint-sized dinosaur had a vicious bite that brought tough guys like Paul and Heihachi to their knees. Many hardcore fighting game fans were upset by this "joke" character,



but had no idea about his origins. We pulled out some old *Gon* comic books to teach them a lesson.

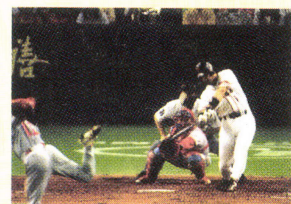
Vol. 4 (May 1998)

The article "Suezo Makes a House Call" struck a huge chord with our readers. A contest winner in the quiet neighborhood of Saitama got a special visit from the one-eyed yellow mascot of *Monster Farm* (a.k.a. *Monster Rancher*). We were flooded with mail from our readers, requesting a visit from Suezo. We also had plenty of amateur artists sending in their drawings of what it would be like if Suezo peeked through their windows in small-town USA!



Vol. 8 (September 1998)

Like Babe Ruth's famous called shot, Yomiuri Giants first baseman Kazuhiro Kiyohara told the press that he was aiming for the Konami billboard when he cracked a monster left-field home run—his



1,500th career hit!—at the Tokyo Dome during the 1998 Pro Yakyu (baseball) season. Because of the potential for television exposure, Konami had put up a standing offer of one million yen (about \$7,150 at the time) for any player who could hit the sign with a homer. A lot has changed since this story appeared in *Japan Report*; Konami is no longer using that cool logo, and one million yen is now equal to about \$8,425 in U.S. dollars!



Vol. 9 (October 1998)

One of the oddest Japanese TV commercials that we've ever seen is the self-effacing Sega Dreamcast "underdog" commercial, in which the Senior Managing Director of Sega, Hidekazu Yukawa, comes home to his wife in tears. The commercial starts with Yukawa over-hearing some kids talk about how much "Sega sucks." He heads to the batting cage to let off some steam, but misses every pitch. Then a bunch of mobsters beat him up on his way out, and the commercial ends with the broken man being consoled by his wife. This commercial aired BEFORE the launch of the Dreamcast to hype the console! And you wonder why it failed so miserably.



Vol. 16 (May 1999)



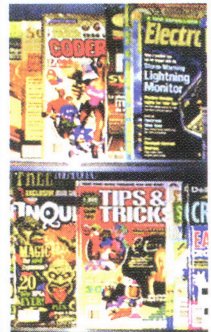
Bandai's WonderSwan handheld never made it to the U.S., but its Japanese launch was a special moment for us. Editor in chief Chris B. was in Japan and was able to experience the excitement of the launch first-hand. More than 200,000

units were sold in the first four days! Although we've experienced plenty of console launches before, the current obscurity of the WonderSwan makes this launch report a special one indeed.

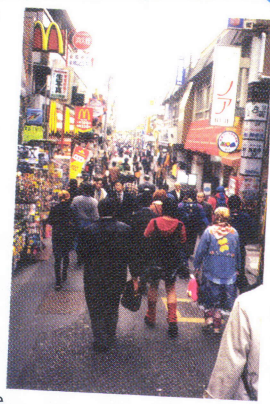


Vol. 11 (December 1998)

Just before the 1998 Autumn Tokyo Game Show started, we got a chance to roam the streets of Tokyo. To our amazement, we



found an issue of *TIPS & TRICKS* in one of the bookstores! They even had our first edition *Codebook*. It gave us renewed confidence that we were an international phenomenon!



Vol. 17 (June 1999)

Veteran *TIPS & TRICKS* readers know that we were obsessed with Pepsiman, the computer animated superhero who appeared in numerous Japanese Pepsi commercials in the late '90s. Imagine our delight when we found the *Pepsiman* PlayStation game! The game was a budget title and we didn't expect much, but it turned out to be an absolute gem. We even



heard rumors that an American publisher was interested in licensing the game for a U.S. release, albeit with a different character, but it unfortunately never happened. Ah, those were the days!

Vol. 14 (March 1999)

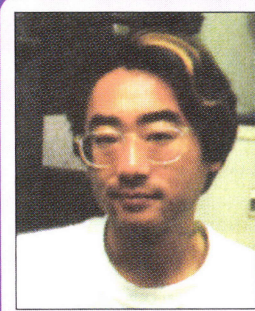


Segata Sanjiro said his final goodbye on Japanese TV in a commercial where he steers an oncoming missile away from an office building and blows himself up in the sky. Sanjiro was Sega's never-say-die mascot for the Sega Saturn, but with the release of the Dreamcast, they needed to write him off the script. They sure

could have used his karate skills when Yukawa was getting beat down for launching the Dreamcast!



Vol. 18 (July 1999)



We've interviewed some of the biggest Japanese game creators, including Shigeru Miyamoto, Hideo Kojima and Yu Suzuki, but our interview with *Blue Stinger* and *Ill-bleed* creator Shinya Nishigaki has a special place in our hearts. Nishigaki died unexpectedly of a heart attack in 2004; he

was just 42 years

old. This is one of only a handful of Nishigaki interviews in existence, and we're proud to have had the opportunity to get to know one of the Dreamcast's popular cult developers.



Vol. 30 (July 2000)

Namco held a Pac-Man Pizza contest in Japan for Pizza Hut. The winner, Chikaki Kuwahara, beat out 2,000 contestants with her "Yellow Pac-Man" pizza recipe. Readers were ap-



palled by the decision after learning the contents of her gag-inducing creation: potatoes, corn, eggs, mayonnaise and curry sauce! Fortunately, the Pac-Man Pizza was only served in Japan.

Vol. 41 (June 2001)

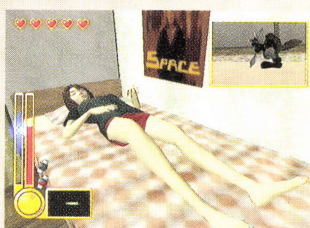
The failure of the original Xbox in Japan could possibly be traced back to this poster of Microsoft co-founder Bill Gates. The S-Controller and hamburger poster that circu-



lated during the 2001 Spring Tokyo Game Show practically symbolized the clueless strategy employed by Microsoft to win over Japanese gamers. One crucial tactic for Microsoft in Japan was picking up Sega games that reminded people of the Dreamcast, like *Jet Grind Radio Future*, *Panzer Dragoon Orta* and *Sega GT*. Maybe that wasn't such a good idea, either.

Vol. 43 (August 2001)

Mr. Mosquito was eventually released in the U.S. under Eidos' Fresh Games label, but we were one of the first media outlets calling for its release when it came out in Japan as *Ka*. The game was published by Sony of Japan and we were certain that it was too wacky for any U.S. publisher to get serious about. When we heard that Eidos took the bold step, we decided that it was our duty to feature more wacky Japanese games and let our readers know what's out there.

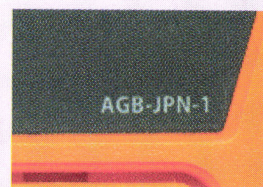


Vol. 49 (February 2002)

The Japanese TV commercial for *Metal Gear Solid 2: Sons of Liberty* showed Japanese salarymen at the office playing hide-and-seek, Snake style. The commercial was such a huge hit that Konami decided to do an American version for the game's U.S. release. Unfortunately, it was nowhere near as funny as the Japanese version. Somehow the idea of Japanese salarymen playing hanky panky in the office seemed more out-of-place.



Vol. 54 (July 2002)



We made an odd discovery with our Japanese Game Boy Advance units: our Orange GBA looked a tad brighter than our Milky Pink model. Sure enough, we noticed that Nintendo was secretly upgrading the GBA hardware without letting anyone know. By observing the small print in the back of our units, we noticed that there was a model differentiation between "AGB-JPN" for the early model and "AGB-JPN-1" for the later model. We busted Nintendo for making hardware improvements on the production line!

Vol. 70 (November 2003)



Like *Mr. Mosquito*, we were fascinated by a quirky Japanese game called *Katamari Damacy* that was yet to be released. Of course, now we know it as *Katamari Damacy*, but at the time, we were not sure that the game would ever make it to our shores. By all accounts, it seems that we were the first ones to see the potential charm in the game, but no one in the U.S. had played it yet, so we couldn't be sure. It turns out that we were right all along!



Vol. 85 (February 2005)



Hardcore *Metal Gear Solid 3: Snake Eater* players were scratching their heads, wondering about the significance of the green frogs that could be found hiding in each level of the game. Cer-

tainly, the cartoony Kerotan seemed like an odd match for the heavy-handed and serious *Metal Gear* series.

It was our duty to let readers know that Kerotan and Ga-Ko (which appears as one of Snake's camouflage selections) are actually part of Konami's character goods business. Of course, most Japanese players were in on the joke, but many U.S. players were completely baffled.



Again, thank you for sticking with me all these years; I promise to deliver the best news from Japan for many more volumes to come. I'm just getting started!

—Anatole

FINAL FANTASY WORLD

Vol.
34

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



FINAL FANTASY WORLD

FINAL FANTASY XI

FAN FESTIVAL 2006

Fan Festival 2006 was held at California's Santa Monica Pier from March 10-12, 2006, to celebrate three years of *Final Fantasy XI*. About 1,000 die-hard fans showed up, making it the largest and most action-packed event Square Enix has hosted so far. Here are some of the highlights.

Major Announcements

Key staff from the *Final Fantasy XI* development team flew across the Pacific to meet American fans on U.S. soil, some for the very first time. During a developer Q&A session, they revealed more details about the *Treasures of Aht Urghan* expansion, available now.



Atsushi Okada
(monster planner)



Kouichi Ogawa
(*Treasures of Aht Urghan* director)



Hiromichi Tanaka
(*Final Fantasy XI* producer)



Arata Hanyuda
(FF XI global publicity producer)



Nobuaki Komoto
(Promathia director, FF XI event director)



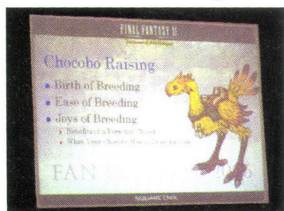
Sage Sundi
(Global Online Producer)

Puppetmaster

Square Enix finally unveiled the Puppetmaster, the third job addition to the expansion. The others that were previously announced were Blue Mage and Corsair (basically a pirate).



Chocobo Raising



Cheers went up from the crowd when the development team announced the inclusion of chocobo raising in the *Treasures of Aht Urghan* expansion. Anyone will be able to raise and breed their own chocobos...and in the future, they'll be able to race them!

Besieged

Monsters are invading the town! In *Besieged*, everyone in town (including the NPCs) bands together to fight off the foreign invaders. Players caught in the town of Al Zahbi in West Aht Urghan have to help the Imperial guards fend off beastmen intruders who are after a precious treasure.



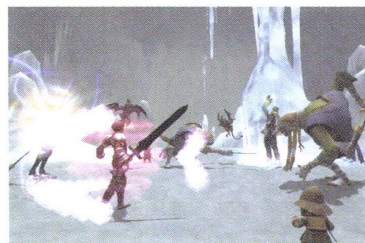
Mog Locker

Longtime players know that storage capacity in the Mog House maxes out at 80 slots. The Mog Locker will be a renewable pay service in *Aht Urghan* that adds 30 more slots, with potential to expand to 50. The fee has yet to be

determined, but for logistical reasons it probably won't be a gil-based service. Instead, players might need to complete a quest or have a special item.

Assault

This feature was created for high-level players who were looking for a challenge. Players form parties of three to six people, select a destination, choose a level cap and head off to battle. Complete Assault to earn points and find rare items.

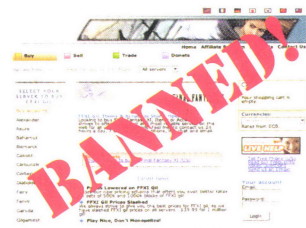


The Colosseum

Square Enix was rather vague about the specific details on this feature. The Colosseum is an area where monsters will fight other monsters, and that's all that's been revealed for now.

Fan Service

Sorry, this isn't about pictures of Mithra in revealing costumes. The *FFXI* developers cracked down on players who were abusing the system and ruining the economy of Vana'diel. Gil sellers and other riff-raff were banned en masse (about 700 accounts were shut down), and the economy is slowly stabilizing across the board. They also said they'll keep a close eye on making sure deflation doesn't become an issue...but if it does, they'll fix that as well.



Contests

Fan Festival 2006 was a huge event packed with activities, many of them contests for fans to show off their artistic skill. The Art Contest, Movie Contest and Costume Contest all had many enthusiastic and talented participants. Here's a look at the cream of the crop.

Art Contest

This was the first art contest held at a *Final Fantasy* Fan Festival, and the fans didn't disappoint. A lot of high-quality art was submitted, but in the end, only three images pulled away from the pack. The winners were determined by an "applause-o-meter."

Third Place

This was a beautiful image, but just not as sophisticated as the competition.



Third Prize

Logitech Z 5500 Digital Speakers

Second Place

The fact that this got second prize proves that cute wins every time.



Second Prize

Logitech Quick Cam Orbit MP

First Place

This picture of a Tarutaru working together with a blue crab was the audience favorite.



First Prize

Kenwood HTB-S320 DV system

Costume Contest

The Costume Contest had a huge turnout—it was so large that the participants held an impromptu parade across the tent. Ten finalists were selected, and the three best-dressed were chosen based on an "applause-o-meter." Participants introduced themselves and their costumes, and also talked about how long it took to make them. The average time was approximately two months. Now that's fanaticism.

Third Place

When this Goblin only got third place, he lobbed a grenade at the audience!



Third Prize

Logitech QuickCam Orbit MP

Second Place

This Yagudo Beastman deserted his post for some photo-ops.



Second Prize

Logitech Z-5500 Digital Speakers

First Place

Taking away top honors was this smiling Dragoon.



First Prize

Kenwood HTB-S320DV System

Movie Contest

This was the first fan-created movie contest. The big winner, pictured below, created both the second and third place movies, meaning he walked away with two prizes.



Third Prize

Logitech Z5500 Digital Speakers

Second Prize

Kenwood HTB-S320DV system

First Prize

Alienware Area 51 5500 PC

Star Onions Concert

The Star Onions rocked the Santa Monica pier on the last night of the festival, pumping out *Final Fantasy XI* tunes and bewildering tourists. Overhead screens showed relevant scenes from *Final Fantasy XI* while the band played covers in their own style of the game's soundtrack. Near the end of the set they introduced guest drummer Arata Hanyuda, from *Final Fantasy* composer Nobuo Uematsu's rock band, The Black Mages.





Goodies

"Gobbie Bag"*

Every festival attendee received a black drawstring bag with a Fan Festival 2006 logo. Here's a list of the contents:

- Chains of Promathia for PC
- Black baseball cap with Moogles design
- Brady Games' Final Fantasy XI Atlas**
- Final Fantasy XI mouse pad
- Final Fantasy XI iTunes collector's card***
- Live Quest Adventure coupon + 2 Gil
- Program schedule



*Gob not included **First 500 attendees only ***First 200 attendees only

Exclusive Merchandise

The small store set up in the large tent area sold products that were made and sold exclusively at the festival. Most of these items sold out in record time, meaning anyone who showed up to the festival late was out of luck.



Exclusive In-Game Items!

Moogles Rod

The Moogles contingent was well-represented at the festival. Most of the items given away or sold had Moogles pictures, and all registered attendees were given a Moogles Rod in the game.



Chocobo Wand

This item was given to fans who completed all the "Live Quests" during the festival. Attendees were given an Adventurer Coupon in their Gobbie Bag and could collect stamps for completing quests such as "Donate to Recycling," "Collect Tarut Cards" and "Making Headlines Santa Monica."



Developers Interview

During a break in the Fan Festival mayhem, five members of the Final Fantasy XI development team found the time to sit down for a brief interview session. Due to circumstances beyond our control, this took place at the same time as the Costume Contest, so we were unable to get photos of the team members. Pictured instead is the character that each person said was the one he most enjoyed playing:



Yasu Kurosawa, NA Online Producer



Global Publicity Producer **Arata Hanyuda**



Atsushi Okada, Monster Planner



FFXI Event Director **Nobuaki Komoto**



Kouichi Ogawa, Treasures of Aht Urghan Director



Q: Is it difficult to retain veteran players over the long run while still trying to remain accessible to new players? How do you balance the game to keep both types of players happy?

A: Newbies can jump into the game through the

Xbox 360. There are many new players on that platform, as well as transfers. We are also introducing three new job classes, which makes everyone happy.



Q: The demo you showed of the Puppetmaster earlier made it look pretty powerful. Are you planning to "nerf" the character at all?

A: Actually, the demo was simply to show the job, and what you saw is much more powerful than what is in the game.

Q: What's your favorite quest or mission in the game?

Kurosawa: "Land of Truths."

[Note: There are different names for the "Shadow Lord" missions in the three nations. "Land of Truths" is the one in Bastok.]

Hanyuda: Act I and Act II of "Comedy of Errors."

Okada: The Shadow Lord missions.

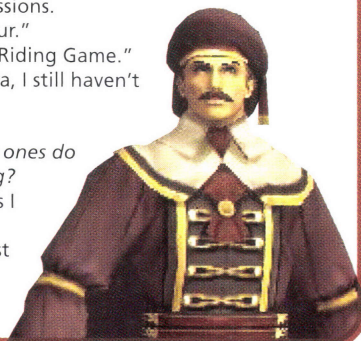
Komoto: "The Eleventh's Hour."

Ogawa: I like the "Chocobo Riding Game." Even though this was my idea, I still haven't completed it.

Q: What about NPCs? Which ones do you find the most interesting?

Okada: I like all the monsters I created!

Komoto: I like President Karst in Bastok, because I was in charge of that section.



Gaming Gear

hardware
peripherals
accessories

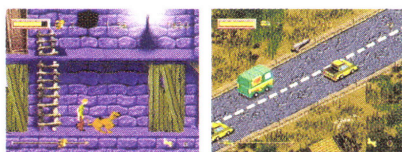
► Mad Catz's MC2 Racing Wheel and Pedals set (\$69.99) is a realistic driving controller for the Xbox 360. It comes with suction pads to hold the unit down on most surfaces, 10 action buttons and a rubber-coated wheel for accurate steering in Project Gotham Racing 3 and other racing games. The wheel vibrates just like a regular 360 controller and the gear shift allows you to switch your view while you race. Retractable leg supports adjust the height of the controller to the player's personal preference.



► Mad Catz's Real World Golf (\$69.99) for the PS2 and Xbox lets you play golf in your living room using the GameTrak Game System, a control device which measures your swing in real time. Fingerless gloves attached to a base accurately judge the spin, direction and even the angle of the club face when you take a shot. The game also comes with a mini golf club for you to swing. Real World Golf is designed for newbies and experienced golfers alike, with a variety of courses, clubs and gameplay modes.



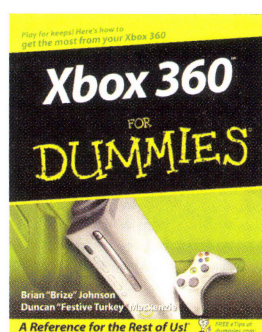
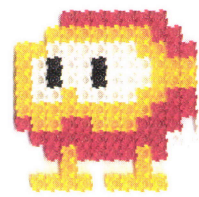
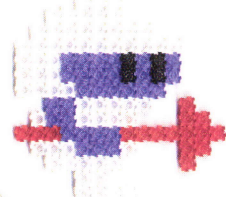
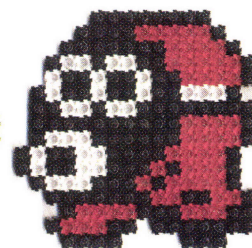
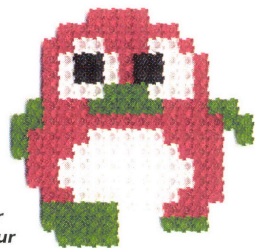
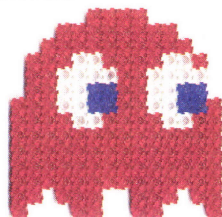
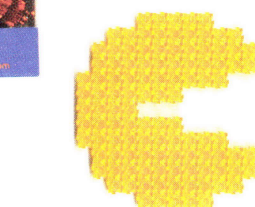
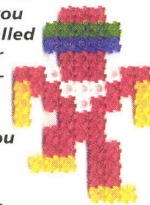
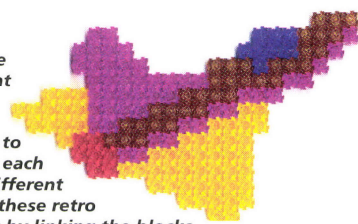
► Looking for a new set of headphones to use with your Xbox 360 and Xbox Live? Consider Turtle Beach's Ear Force X2 wireless gaming headphones (MSRP: \$99.95). Simply hook up the wireless receiver to the Xbox 360, plug the headset into the controller and enjoy high-quality game audio in full stereo. The Ear Force X2 headphones include an adjustable microphone for communication with teammates and trash-talking, and are also compatible with any other stereo audio source, so you can use them with your home entertainment center or PC.



► The Scooby-Doo! "Plug It In & Play" TV Games controller by JAKKS Pacific lets you play five different Scooby-Doo-themed games such as "The River of Frights" and "Race to Fontecastello." No game system is required; just pop in four AA batteries and plug the system into any TV or VCR that accepts composite video and audio input. The unit also has a slot for Scooby-Doo! Gamekey cartridges (sold separately), which allow you to increase the number of games it plays.



► Pixelblocks are small, translucent cubes with ridges and pegs that allow them to be connected to each other in three different ways. We made these retro game characters by linking the blocks in grid patterns on her desk, but you can also stagger them in what's called a "side lock" (diagonal) pattern or even stack them up to make three-dimensional sculptures. Available in sets of assorted colors that range from 250 to 2,000 blocks; you can also bulk-order any of 20 specific colors by visiting www.pixelblocks.com on the Web.



► Xbox 360 for Dummies (\$19.99) extensively covers the ins and outs of Microsoft's latest game system. Curious about using your 360's Media Center as a digital video recorder, or about transferring files from your PSP or PC to your 360? The book tackles these topics, as well as everything from customization to Xbox Live to getting the most out of the 360's audio and video capabilities.



Vol. 56

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

REVOLUTION

GOOD OR BAD NEWS FOR COLLECTORS?

The video-game collecting community was rocked by Nintendo's recent announcement that its upcoming game system, code-named "Revolution," will be able to download and play certain Sega Genesis and TurboGrafx-16 games, in addition to the previously-announced NES, Super NES and Nintendo 64 compatibility.

Longtime collectors know that the Genesis and TG-16 competed directly with the Super NES. It definitely would have been a shock to a gamer of the 1990s to learn that there would one day be a game console that could play games from all three systems! But while the Revolution's "virtual console" abilities will surely prove to be a bonanza for hardcore players, we have to wonder how this mass reintroduction of classic games will impact the collecting hobby.

Depending on which games are made available, we can easily envision a flood of used games appearing in yard sales and on eBay when players begin to accumulate their downloadable equivalents for Revolution play. For serious collectors, there's no substitute for the original cartridge, box and manual, but casual gamers would have no reason to hang on to all of those bulky materials when they can store all of their favorite games on a tiny memory card, or within the Revolution unit itself. This "housecleaning" could result in some sweet finds in the short term, but in the long run it could also drive down the asking price of any game that is also available for Revolution download.

We've also heard rumors of new or updated games being released for the "virtual console," which would exist only as downloadable files, much like *Geometry Wars* and other original titles for Xbox Live Arcade. As we move closer to the industry's "digital distribution" ideal—a future in which all video games are down-

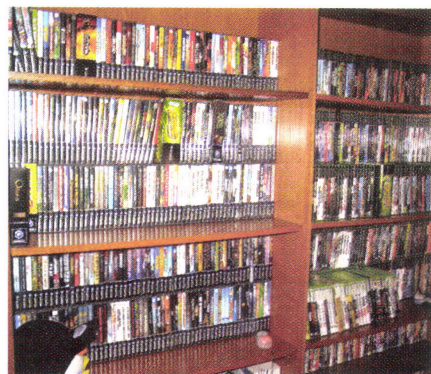
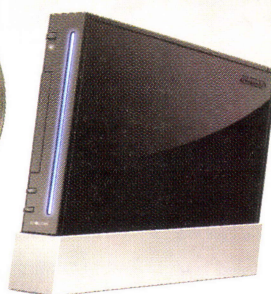
loaded, with no physical copies of a game in any player's hands—you can imagine how the value of rare or unusual games could rise dramatically. Heck, in the absence of any new tangible products, every physical video game cartridge or disc would eventually be seen as an anachronism...a relic of a bygone age, and therefore collectible.

The most overlooked aspect of the Genesis/TurboGrafx-16 announcement is the fact that both of those systems also offered CD-ROM attachments. Is it possible that players will be able to load an actual Sega CD or TurboGrafx-CD into the Revolution's slot-loading drive bay and play it? Some news sources in Japan are reporting that Hudson has confirmed PC Engine CD-ROM² (a.k.a. TurboGrafx-CD) compatibility with the Revolution, but this could mean that players will actually be able to download CD games in their entirety. All we know is that there should be no *physical* incompatibility that would prevent the Revolution from accepting Sega CD

or TG-CD games; Nintendo has already stated that the system accepts 12cm discs, the same as the standard CD size. If the Revolution does play these games on their original media, you'll definitely see an increase

in their collectible value...but then, you might also expect a corresponding decrease in the value of Sega CD and TurboGrafx-CD hardware.

Will the Revolution play Sega CD and TurboGrafx-CD games? What about Game Boy, Game Boy Color or (dare we say it) Sega Saturn games? How much will it cost to download a classic game? If the answers to these questions have any effect on the scarcity or value of the games in your collection, we'll be sure to let you know.



ROOM OF DOOM

Attention, collectors! Since our *Collector's Closet* column was introduced in October 2001, we have spotlighted the world's finest game collections right here in the *Room of Doom* sidebar. Unfortunately, we haven't been getting good entries for some time, so we have expanded the submission guidelines to accept e-mailed collector photos.

Effective immediately, readers who wish to have their game collections depicted in the magazine can e-mail photos to pictures@tipstricks.com for consideration. *Important note:* We are specifically looking for collectors who have not already shown photos of their collections on the Internet! Send two or three photos of your proudly displayed games and be sure to tell us about the highlights of your collection. If you wish to send photos by mail, they can be sent to *Room of Doom*, c/o *TIPS & TRICKS*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We can't guarantee that your photos will be used, but how can you pass up the chance for print-magazine immortality?



PlayStation 2 tips

24: THE GAME

Cheat Codes

Hold **L1 + L2 + R1 + R2** at the main menu for ten seconds; a blue dialogue box labeled "Security Clearance" will appear, allowing you to enter the following codes. Hold the **X** button and press **Left** or **Right** on the D-pad to scroll through letters and numbers. After you enter the code, press **□**. If the code is valid, it will light up yellow. The codes for all levels and bonuses will only work if you have save data from the game on your memory card. The levels and bonuses can be accessed from the box labeled "Previously on 24" on the main menu.

6 6 B A U E R—Invulnerability
6 2 A L M E I D A—Infinite ammo
7 2 D E S S L E R—All levels
5 4 P A L M E R—All bonuses

AEON FLUX

Cheat Passwords

At any time during gameplay, pause the game and enter the following cheat passwords by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

TANGO ROMEO INDIA ROMEO OSCAR XRAY—God mode

HOTEL ECHO ALPHA LIMA MIKE ECHO—Restore health

CHARLIE LIMA OSCAR NOVEMBER ECHO—Unlimited health

FOXTROT UNIFORM GOLF—Unlimited ammo

LIMA CHARLIE VICTOR GOLF—Unlimited Power Strikes

CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO—Free fatalities

BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO—One-strike kills

UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO—Unlock action movie

More Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:

BRAVO ALPHA YANKEE OSCAR UNIFORM—Unlock all episodes in "Replay Episode" mode

PAPA INDIA XRAY ECHO SIERRA—Unlock all slideshows

MIKE OSCAR VICTOR INDIA ECHO—Unlock Seeds costume

BRAVO LIMA UNIFORM ROMEO—Unlock War costume

GOLF ROMEO ALPHA YANKEE—Unlock Fame costume

JULIET ALPHA CHARLIE KILO ECHO TANGO—Unlock Bomber Jacket costume

WHISKEY HOTEL INDIA TANGO ECHO—Unlock Mrs. Goodchild costume

ALPHA ROMEO MIKE SIERRA—Unlock Revelation costume

CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA—Unlock Freya, Monica Freya, Hostess Judy, Una and Fashion Una costumes

ALIEN HOMINID

Unlock Hats

Select "Options" from the main menu, then enter the "Player 1 Setup" option and select "Name." Enter any of the following names to unlock the specific hat.

A B E—Unlock top hat

A P R I L—Unlock blonde wig and pearl necklace

C L E T U S—Unlock ski hat

D A N D Y—Unlock sunflower cap

G O O D M A N—Unlock curly hair

G R R L—Unlock flower wreath

P R I N C E S S—Unlock tiara

S U P E R F L Y—Unlock afro

T O M F U L P—Unlock shaggy wig

APE ESCAPE 3

Secret Monkey Passwords

At the title screen, press **L1 + L2 + R1 + R2** simultaneously; a password entry screen will appear. Most of the following passwords are found in Hint Books which can be purchased at the bookstore in the shopping center. Note that some of the passwords have spaces or capital letters in them, and that some of the monkeys cannot be caught until after you beat the game.

grobyc—Releases SAL-1000 into the "Saru-mon's Castle" stage. SAL-1000 can be found in the colosseum area, but you won't be able to reach this area without the Super Monkey morph, which you receive after you beat the game.

2nd man—Releases Shimmy into the "Winterville" stage. Shimmy can be found in a snowy field which cannot be reached without the Super Monkey morph (see above).

blackout—Releases Dark Master into the "Kung-Fu Alley" stage. Look for him in the lounge area where Bonmos is found.

krops—Releases Spork into the "Hide n' Seek Forest" stage. Look for him in the cabin where the lamb monkeys are found.

redmon—Releases Pipotron Red into the "Toy-town" stage. Look for him in the toy room with the blocks.

coolblue—Releases Pipotron Blue into the "Airplane Squadron" stage. You'll find him as soon as you exit the casino.

yellowy—Releases Pipotron Yellow into the "Winterville" stage. Look for him in the house near the start of the stage.

SAL3000—Releases SAL-3000 into the "Space-TV Fortress" stage. He can be found in a special slot machine room which can only be reached using the Super Monkey morph.

2 snakes—Unlocks a movie tape which you can watch in the Home Theater and two movie files which you can watch and edit in the Simian Cinema.

ARENA FOOTBALL

Cheat Codes

At the main menu, press the **○** button to call up the Choose Active Profile menu, then select "Create New Profile" or use the "Rename Profile" option to create a profile with one of the following names. When playing with that profile, the corresponding cheat will be active. Be sure to enter the capital/lowercase letters and spaces as shown. Note: The effects of these codes can only be seen in Quick Play mode.

IronMen—All players' stats maxed out at 99

SPMAHC—Unlock All-Star Champs team

LFAOPEN—Unlock all teams

Run Me—While on offense, only running plays can be selected

Pass Me—While on offense, only passing plays can be selected

Kick Me—While on offense, only special-teams plays can be selected

ATV OFFROAD FURY 3

Cheat Codes

Choose "Options" from the main menu, then select "Player Profile" and access the "Enter Cheat" option. Now enter any of the following codes. (Note that there are two zeroes in the "all ATVs" code; that's not the letter "O.")

I M P O T I E N T—Unlock all events

N O M O N E Y S—Unlock all ATVs except the G-Ride or Fury bike

+ F O O D S T A M P S +—Add 1,500 credits

N O S K I L L S—Unlock Savage Talons

R O C K N R O L L—Unlock all music videos

T H I C K = R U B B E R—Unlock all tires

E N V I R O N M E N T—Unlock all exhausts

M I X : M A T C H—Unlock all bike parts

I S L A C K E R !—Unlock everything except the Fury bike

S N O W B A T S—Unlock all tracks

F I T S—Unlock all rider gear

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick

You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by dupli-

cating them and gain massive amounts of gold by selling the duplicate items.

InvincibilityLevel Warp

At any time during gameplay, hold **L1 + R1 + △ + ○ + × + □** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysuran.

Level-Up Cheat

At any time during gameplay, hold **L1 + R1 + △ + ○ + × + □** and press the **L2** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold **L1 + R1** and enter any of the following codes:

Full health and mana—**Left, Left, Right, Right, Up, Down, Up, Down**

Can't be struck—**Left, Right, Left, Right, Up, Down, Up, Down**

Can't be hurt—**Right, Left, Right, Left, Up, Down, Up, Down**

Damage x 100—**Up, Down, Up, Down, Left, Right, Left, Right**

10,000 silver pieces and 100 adderstones—**Up, Up, Down, Down, Left, Right, Left, Right**

Unlock all levels—**Right, Right, Left, Left, Up, Down, Up, Down**

BATTLEFIELD 2: MODERN COMBAT

Earn All Weapons

At any time during gameplay, hold **L2 + R2** and press **Right, Right, Down, Up, Left, Left**.

BIG MUTHA TRUCKERS 2

Cheat Passwords

Press **○** at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

M I S S I O N S—Unlock all missions

C A S H—Earn \$100,000

B R I D G E—Easy bridge crossing

N O D A M A G E—Invincibility

N O C O P S—No cops

E B M—Unlock Evil Bob mission

P J—Pay off one juror

P A J—Pay off all jurors

C O P S—Cops always on route

B I K E S—Bikers always on route

G A L L E R Y—Unlock all gallery items

BURNOUT: REVENGE

Saved Game Data Bonus Vehicles

If you have a *Burnout 3: Takedown* save file on your PS2 memory card when creating a profile in *Burnout: Revenge*, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a *Madden NFL 06* save file, you'll unlock the Madden Challenge Bus.

CALL OF DUTY 2: BIG RED ONE

Unlock All Stages

Choose "Single Player" from the main menu and select the "Chapter Select" option. When the Chapter Select menu appears, hold **L1 + R1** and press **Up, Up, Down, Down, Left, Left, Right, Right, □, Right, □, Right, □** to unlock all of the chapters.

CAPCOM CLASSICS COLLECTION

Unlock All Extras and More

At the title screen, press **L1, R1, Up** on the right analog stick, **Down** on the right analog stick, **L1, R1, Up** on the left analog stick, **Down** on the left analog stick, **L1, R1, Up, Down**. A message will appear to confirm that you have unlocked all of the Extras in the game. This code also allows you to select any weapon in *Ghosts 'n Goblins*, *Ghouls 'n Ghosts* and *Super Ghouls 'n Ghosts* by pressing **Right** or **Left** on the right analog stick during the game.

CAPCOM FIGHTING EVOLUTION

Enable Progressive Scan Mode

Hold **△ + ×** while the game is loading. A Confirmation screen will appear and ask if you want to switch to progressive scan mode before the game starts.

CASTLE SHIKIGAMI 2

Alternate Fumiko

At the character-select screen, highlight Fumiko and press **Right, Right** to select a younger version of the character.

Show Debug Information

At the Demonstration screen, press **Right, Right, Left, Left, Up, Down, Up, Down** to display two rows of diagnostic numbers on the screen.

THE CAT IN THE HAT

Cheat Codes

At the main menu or the Start Game menu, hold **○ + R1 + R2** and enter any of the following codes. You'll hear a special sound after entering each code correctly. Many of the codes can also be entered in the same way at the Pause menu during the game, where it may be more appropriate to do so (e.g. the "current level" codes).

Infinite health—**□, L1, L1, L2, L2, Up, Down, Up, Down**

Infinite lives—**□, L2, L2, L1, L1, Down, Down, Up, Up, Down**

Add 10 Magic—**L1, Down, L1, L2, □, Down, Up, Down, Up, Down**

Add 100 Magic—**Up, L1, L2, □, Down, Down, Up, Down, Up, Down**

Get all four bonus level keys in current Level—**□, L2, Down, L1, L1, Up, □, Down, Up, Down**

Unlock all levels—**Down, L2, Up, L1, □, Down, Down, Down, Down, Up**

Unlock "Seussian Secret Level" at the Start Game menu—**□, L2, Up, □, L1, □, Down, □, Down, □**

Unlock bonus level select option at the Start Game menu—**Up, L2, L2, L1, □, Down, □, Up, Up**

Unlock all Gallery items—**□, Down, L2, Down, L1, □, Up, □, Down, Down**

Enable level warp—**Down, L2, L2, L2, Down, Up, Up, Up, Down** (with this code in place, you can hold **L1** and press **L2** to warp to the starting point of the next area in the current stage, or hold **R1** and press **R2** to warp to different locations within the same area)

Complete game by finishing the current level—**□, L2, Up, L1, Up, Up, Down, Up, Down**

Flycam mode—**Down, L2, □, Up, L1, Down, Down, Up, Down, Down** (use the analog sticks and buttons to move the camera around)

Display credits while in the house—**L2, Down, □, Down, L1, Up, Up, Down, Down, Down**

Load all levels in succession—**□, L2, Down, Up, L1, □, □, □, □, Down**

register if you're in a vehicle and there is a pedestrian close by)
 Invisible vehicles—△, L1, ○, R2, □, L1, L1
 Cars can drive over water—Right, R2, ○, R1, L2, □, R1, R2
 Play as Candy Suxxx—○, R2, Down, R1, Left, Right, R1, L1, ×, L2
 Rhino tank appears—○, R1, ○, ○, ○, L1, L2, R1, △, △, △

GRETZKY NHL 06

Cheat Password
Choose "Features" from the main menu, then select "Challenges" and "Unlockables." Press the **START** button at the "Unlockables" screen to bring up the password entry screen and enter the password "CONHEOSL to unlock all unlockable items.

GROWLANSER GENERATIONS

Secret Dance Pad Mode
At any time during *Growlanser III*, plug a dance pad controller into the Controller 2 port on the PS2. Whenever one of your party members casts a spell, a sequence of arrows will appear on the screen. If you press the arrows on the dance pad with the proper timing according to the arrows on the screen, you will increase the effectiveness of the spell.

GUITAR HERO

Cheat Codes
Enter any of the following codes on the *Guitar Hero* controller at the main menu to activate the desired cheat. A confirmation message will appear each time you enter a code correctly. For some of the codes, you can repeat the code to disable the effects.

Unlock everything—Yellow, Orange, Blue, Blue, Orange, Yellow, Yellow
Rock Meter always green—Yellow, Blue, Orange, Orange, Blue, Blue, Yellow, Orange
Player uses Red Octane guitar—Blue, Orange, Yellow, Blue, Blue
Player uses air guitar—Orange, Orange, Blue, Yellow, Orange
Crowd has monkey heads—Blue, Orange, Yellow, Yellow, Yellow, Blue, Orange
Crowd has skull heads—Orange, Yellow, Blue, Blue, Orange, Yellow, Blue, Blue
Venues disappear—Blue, Yellow, Orange, Blue, Yellow, Orange

























To enter the codes on the standard PS2 controller, you must hold **Left** on the D-pad and press the following buttons at the main menu:

Rock Meter always green—

Player uses Red Octane guitar—X, □, △, X, X
 Player uses air guitar—□, □, X, △, □
 Crowd has monkey heads—X, □, △, △, X, X, □
 Crowd has skull heads—□, △, X, X, X, X, X
 Venues disappear—X, △, X, X, □

HALF-LIFE

Cheat Codes
Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

Xen gravity—Up, , Down, , Up, , Down, 
 Invincibility—Left, , Up, , Right, , Down, 
 Infinite ammo—Down, , Left, , Down, ,
 Left, 
 Invisibility—Left, , Right, , Left, , Right, 
 Slow motion—Right, , Up, , Right, , Up, 
 Alien mode—Up, , Up, , Up, , Up, 

ICE AGE 2: THE MELTDOWN

Cheat Codes
At any time during gameplay, press **START** to pause the game and enter any of the following codes at the pause menu:

Infinite health—Up, Right, Down, Up, Left,
Down, Right, Left
Infinite energy—Down, Left, Right, Down,
Down, Right, Left, Down
Infinite pebbles—Down, Down, Left, Up, Up,
Right, Up, Down
Level select—Up, Right, Right, Left, Right, Right,
Down, Down
Unlock all bonuses—Down, Left, Up, Down,
Down, Left, Right, Right

THE INCREDIBLES: RISE OF THE UNDERMINER

THE PASSWORDS: RISE OF THE UNDERMINER Cheat Passwords

At any time during gameplay, pause the game and choose the "Menu" option, then select "Secrets" and enter any of the following passwords:

LEVELLOCKSMITH—Unlock all missions

SHOWME—Unlock all Gallery items

MRIPROF—Earn 1,000 XP for Mr. Incredible

FROZPROF—Earn 1,000 XP for Frozone

MRIMASTE R—Maximum level and all upgrades for Mr. Incredible

FROZMASTER—Maximum level and all upgrades for Frozone
MRIBOOM—Earn one Super Move for Mr. Incredible
FROZBOOM—Earn one Super Move for Frozone
WHYUUSTWEFIGHT—Infinite Super Moves
THISISTOOEASY—Enemies inflict more damage
THISISTOOHARD—Enemies inflict less damage
EGOPROBLEM—Big heads
HEADROOM—Tiny heads
INAHURRY—Speed up gameplay
MAXIMILLION—Earn double XP
ROLLCALL—Show credits
SHAMELESS—Show Heavy Iron Studios logo video

INTELLIVISION LIVES!

B-17 Bomber: Cheat Code
At the B-17 *Bomber* title screen (where it says "Intelligence Presents B-17 Bomber"), press the **SELECT** button to call up the keypad, then enter the following code: Highlight the "0" position (bottom row, center) and press **X**, then highlight the "1" position (top row, left) and press **X**. You'll start the game with unlimited fuel and 200 bombs.

Thin Ice: Alternate Game
Choose *Thin Ice* from the "Arcade" game menu, highlight "Play1" and press **X**. When the controller configuration screen appears, hold the **R2** button on Controller 2 and press **X** on Controller 1 to play *Voochko on Ice*, an alternate version of *Thin Ice* starring Voochko the Wolf, mascot of the XIV Winter Olympic Games.

JURASSIC PARK: OPERATION GENESIS

Secret Codes

Enter the following codes during gameplay with nothing selected and no menus open:

Increase park budget by \$250,000—**L1, Right, Right, L1, R1, Down**

All research completed—**Down, Down, Down, Left, Right, L1, Down, Up**

All dinosaurs in your park are given 100% DNA—**R1, Up, R1, Right, L1, Down**

Visitor fatalities cost you nothing—**R1, Left, Down, Down, Down, Down**

All visitors in your park get 100% satisfaction—**R1, Down, L1, Up, Up, Up**

Increase your park rating to three stars—**L1, R1, Down, Down, L1, Right**

Fossil market event occurs—**Down, L1, R1, Down**

Unlock all fossil hunt regions—**Left, Down, Right, Up, L1, R1, L1, Right**

Unlock Missions—**R1, Right, Right, Right, R1**

Toggle gun on jeep rather than camera—**L1, R1, Left, Down, Right, Right**





All fences upgraded to high security fences—**L1, Left, Left, R1, Right**



Your park is free from disease—**Up, Up, R1, L1, Up, Up**



No dinosaurs become stressed—**L1, Left, Up, Left, Up, Left, L1**




KARAOKE REVOLUTION VOLUME 2




Cheat Codes
Enter any one of the following codes at the title screen. Note: The autosave feature will be disabled when a cheat code is activated.




Unlock all characters—L3, , , L3, Up, Left, Right, Down, , 

Unlock all songs—, , Down, Left, Up, Right, L2, R2, Start

Unlock all venues—, , Right, Up, Left, Down, R2, L2, Start

Unlock all outfits—Up, , Left, , Down, , Right, R3, L3

Unlock all videos—Up, , Right, , Left, , Up, L3, R3

Unlock *TIPS & TRICKS* shirt for Ishani—R3, , Down, , L3, , Up, Left

KILLZONE

Cheat Codes
At the main menu, hold L1 and enter any of the following codes:

- , □, ×, ○, ○—Enemies have big heads
- , △, ○, ○—Unlock all movies

Unlock All Levels
To unlock all levels, enter "Shooterman" as your profile name. Note: Only the "S" should be capitalized.

LEGO STAR WARS: THE VIDEO GAME

Cheat Codes
After beginning a game, head over to Dexter's Diner and walk up to the counter. At the menu, select "Enter Code" and enter any of the following passwords.

B E Q 8 2 H—Unlock Princess Leia for purchase
 L 5 4 Y U K—Unlock Rebel Trooper for purchase
 A 3 2 C A M—Unlock Darth Sidious for purchase
 V R 8 3 2 U—Unlock Disguised Clone for purchase
 M 5 9 5 2 L—Unlock Mace Windu (Episode III) for purchase
 R 5 6 E 2 5—Unlock Clone (Episode III, Walker) for purchase
 N 3 T 6 P 8—Unlock Clone (Episode III, Swamp) for purchase
 B H U 7 2 T—Unlock Clone (Episode III, Pilot) for purchase
 E R 3 3 J N—Unlock Clone (Episode III) for purchase
 S F 3 2 1 Y—Unlock General Grievous for purchase
 Z T Y 3 9 2—Unlock Greivous' Bodyguard for purchase
 1 4 P G M N—Unlock Count Dooku for purchase
 E U W 8 6 2—Unlock Shaak Ti for purchase
 C B R 9 5 4—Unlock Kit Fisto for purchase
 D P 9 5 M V—Unlock Ki-Adi Mundi for purchase
 A 7 2 5 X 4—Unlock Luminera for purchase
 L A 8 1 1 Y—Unlock Boba Fett for purchase
 P L 4 7 N H—Unlock Jango Fett for purchase
 X Z N R 2 1—Unlock Super Battle Droid for purchase
 L K 4 2 U 6—Unlock Battle Droid (Geonosis) for purchase
 1 9 D 7 N B—Unlock Geonosian for purchase
 F 8 8 4 L 6—Unlock Clone for purchase
 H 3 5 T U X—Unlock Darth Maul for purchase
 9 2 U J W D—Unlock Padmé for purchase
 P P 4 3 J X—Unlock Royal Guard for purchase
 D H 3 8 2 U—Unlock Droideka for purchase
 E N 1 1 K 5—Unlock Battle Droid (Commander) for purchase
 9 8 7 U Y R—Unlock Battle Droid for purchase
 K F 9 9 9 A—Unlock Battle Droid (Security) for purchase
 U 6 8 0 J U—Unlock PK Droid for purchase
 R 4 3 2 A 2—Unlock Gonk Droid for purchase
 N R 3 7 W 1—Unlock silly blasters at Extras menu
 L 4 9 H D—Unlock classic blasters at Extras menu
 I G 7 2 X 4—Unlock big blasters at Extras menu
 S H R U 1—Unlock brushes at Extras menu
 P U C E A T—Unlock tea cups at Extras menu
 L D 1 1 6 B—Unlock minikit detector at Extras menu
 R P 9 2 4 W—Unlock moustaches at Extras menu
 Y D 7 7 G C—Unlock purple mode at Extras menu
 M 9 9 9 9 Q—Unlock silhouettes at Extras menu
 4 P R 2 8 U—Unlock invincibility at Extras menu

LETHAL SKIES II

Cheat Codes

Enter any of the following codes at the main menu:

Unlock all planes in Campaign mode and 2 Player mode—**L2, L2, Right, R1, R1, R1, Left, Left, R2, R2, R2, START**





Unlock all missions in Campaign mode—**Down, R2, R1, Up, Up, L1, L1, L2, L1, START** (note: this code will not work unless you enter the “Unlock all planes” code first)

Unlock Special missions in Campaign mode—**Left, L2, L2, L1, Up, Up, Up, Down, START** (note: this code will not work unless you enter the “Unlock all planes” code first)

Unlock Side Trax missions in Campaign mode—**L1, R1, R2, R1, Right, Left, Left, Up, START** (note: this code will not work unless you enter the “Unlock all missions” code first)

Unlock all missions in Dogfight mode—**R1, R1, R1, L2, L2, L2, Up, Right, Down, Left, Up, START**

Unlock Time Trial mission in Training mode—**Right, Right, R1, R1, Up, L1, L1, L1, START**

Unlock Hidden Paint Schemes—**Left, Right, Left, Right, Right, Left, Right, Left, L2, R2,    START** (with this code in place, press the  button while viewing your plane at the Hangar screen to change its colors)

MAJOR LEAGUE BASEBALL 2K6

Cheat Passwords
Choose "My 2K6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:
Last Chance—Fielders can scale any wall
Crazy Hops—Balls spring off the ground higher than normal
Gotcha—Enhanced throwing power for fielders
Unhittable—Pitchers curve and break in a dramatic fashion
Lookin Good—Unlock all classic jerseys
Home Sweet Home—Unlock all classic stadiums
Ghosts of Greatness—Unlock all classic teams
Dream Team—Unlock Topps 2K Sports team
Game On—Unlock all extras
Black Sox—Unlock all cheats
Derek Jeter—Unlock everything

MARC ECKO'S GETTING UP CONTENTS UNDER PRESSURE

Cheat Passwords

At the "Game Information" screen, choose "Options," then select "Codes" and enter any of the following passwords:

- B A B Y L O N T R U S T—Max. health meter
- V A N C E D A L L I S T E R—Max. skills meter
- M A R C U S E C K O S—Infinite health
- F L I P T H E S C R I P T—Infinite skillz
- I P U L A T O R—Unlock all levels
- D E X T E R C R O W L E Y—Unlock all movies
- S I R U L L Y—Unlock all concept art
- D O G T A G S—Unlock all combat upgrades
- S H A R D S O F G L A S S—Unlock all Black Book graffiti and truth pieces
- W O R K B I T C H E S—Unlock all Beat Down arenas
- S T A T E Y O U R N A M E—Unlock all Beat Down characters
- G R A N D M A C E L I A—Unlock all iPod songs
- N I N E S I X—Unlock all legends

MARVEL NEMESIS: RISE OF THE IMPERFECTS


MARVEL UNLIMITED: RISE OF THE IMPERFECTS
Cheat Codes
 Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. Note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.
S A V A G E L A N D—Unlock all *Fantastic Four* comics
N Z O N E—Unlock all *Tomorrow People* comics
T H E H A N D—Unlock Elektra bonus swimsuit card
R E I K O—Unlock Solara bonus swimsuit card
M O N R O E—Unlock Storm bonus swimsuit card


MEGA MAN X COLLECTION

MEGA MAN X COLLECTION
Mega Man X Password
8441 2176 4423—Start with all weapons, four Sub Tanks, health upgrades and all bosses defeated

Mega Man X2 Password
1462 3327 6488 3246—Start at X-Hunter stage with all weapons, four Sub Tanks, health upgrades and all Zero parts

Mega Man X3 Password
1454 3535 6162 7162—Start at the final stage with all weapons, four Sub Tanks, health upgrades, all Ride armor and Golden Suit

Mega Man X4: Alternate Mega Man X
At the *Mega Man X4* character-select screen, enter the following code carefully: Highlight *Mega Man X*, press the  button twice, press **Left** six times, then hold **L1 + R2** and press **START**. When the game begins, *Mega Man X*'s costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Mega Man X4: Play as Black Zero
At the *Mega Man X4* character-select screen, enter the following code carefully: Highlight **Zero**, hold the **R1** button, press **Right** six times, release **R1**, hold  and press **START**. When the game begins, *Zero*'s costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

Mega Man X5: Start With Ultimate Armor
At the main menu in *Mega Man X5*, select "Game Start." At the player select screen, move the cursor to *Mega Man X*, then press **Up** twice, then **Down** nine times. To unlock *Zero*'s Ultimate Armor, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

Mega Man X6: Secret Codes
Use these codes to play as alternate versions of X or Zero in *Mega Man X6*. Note that you can only use one code at a time; for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game.

- **Ultimate Armor X**—Press **START** at the first *Mega Man X6* title screen, then press **Left**, **Left**, **Left**, **Right** at the Game Start/Continue/Option menu. You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from *Mega Man X5*. It allows X to fire a super charged shot, hover in place and perform the *Mega Crush* attack at will.
- **Nightmare Zero**—Press **START** at the first *Mega Man X6* title screen, then press **L1**, **L1**, **R2** at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful.



CHRIS CHUNG—Unlock all One-, Two- and Three-Star Sponsor items, unlock first, second and third Alumni Facilities

FEDERICO RAHAL—Unlock all One-, Two-, Three- and Four-Star Sponsor items, unlock all Alumni Facilities

DEE JAY RANDALL—Unlock all Sponsor items and all Alumni Facilities
Special Players
Choose "Creation Zone" from the main menu, then select the "Create-A-Player" option. Next, enter any of the following names in their respective First Name and Last Name fields. You will then need to draft the created players to your team from the "Trade Players" option in the "Manage Rosters" menu in order to play them; look for the created player in the "Extra" section.

JULIAN KWAN—Small player with easily broken bat

NEALE GENEREUX—Large player with easily broken bat

CHRIS DEAS—Large player with large bat, hits the ball extremely hard

SIMON UNGER—Player with large bat, hits the ball extremely hard

ALAN BLOUIN—Small player with large bat, hits the ball extremely hard

TRACEY GARBUIT—Small player with large bat, hits the ball extremely hard

TIM REGEL—Player with large bat, hits the ball extremely hard

ALAN HUGHES—Player with large bat, hits the ball extremely hard

MELISSA SHIM—Player with large bat

NBA BALLERS: PHENOM

Match-Up Screen Codes

Enter any of the following codes by pressing the Playground, Alley-Oop and Shoot buttons the number of times indicated at the "VS" screen that appears just before a match in most game modes. The numbers shown in each code represent the number of times you must press each button before pressing a direction on the D-pad or left analog stick to "lock in" the code. Each time you press a button, you'll see the corresponding symbol change in one of the three boxes next to your player's photo according to the following legend:

1st number/Top box—□

2nd number/Middle box—△

3rd number/Bottom box—○

For example, to enter the "Unlimited Juice" code (7-6-3), press □ seven times, press △ six times, press ○ three times, then press **Up, Down, Left or Right** on the D-pad or analog stick. You'll see a confirmation message appear if the code has been entered correctly. You have a very limited time to enter codes, so be quick. Most of the codes do not work when playing online. Note: The "Alternate Gear" code will only work after you have unlocked the alternate gear for the player you're chosen.

1-2-3—Alternate Gear (if unlocked)

0-1-1—Tournament Mode

0-1-2—Show Shot Percentage

4-3-1—2x Juice Replenish

7-6-3—Unlimited Juice

3-6-7—Start with House meter half filled

5-1-2—Expanded Move Set

3-0-0—Random Moves

7-5-6—Legal Goaltending

3-3-2—Great Handles

3-1-5—Super Push

2-1-5—Super Steals

2-3-5—Super Back-Ins

3-1-7—Better Free Throws

3-2-7—Perfect Free Throws

2-1-3—Speedy Players

7-2-2—Fire Ability

6-2-7—Hotspot Ability

1-2-2—Back-In Ability

3-7-4—Stunt Ability

5-3-6—Pass 2 Friend Ability

7-2-5—Alley-Oop Ability

3-1-3—Put Back Ability

1-2-4—Super Block Ability

1-3-4—Big Head

3-5-4—Paper Ballers

4-2-3—Baby Ballers

4-3-3—Kid Ballers

4-4-3—Young Ballers

4-2-5—Pygmy

NBA LIVE 06

Cheat Passwords

Choose "My NBA Live" from the main menu, then select "NBA Codes." Enter any of the following codes to unlock the desired item.

P S D F 9 0 P P J N—Unlock Indiana Pacers 2005-06 Away jersey

S D F 7 8 6 W S H W—Unlock Indiana Pacers 2005-06 Home jersey

D R I 2 3 9 C Z 4 9—Unlock a3 Garnett 3 shoe

2 5 8 S H Q W 9 5 B—Unlock black TMac 5 shoe
H G S 8 3 K P 2 3 4 P—Unlock white TMac 5 shoe
J Z 3 S C A R T V Y—Unlock S.Carter III LE shoe

NEO CONTRA

Cheat Codes

At the title screen, press **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** to start the game with 20 lives in reserve.

NHL 2K6

Cheat Code

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use the **R1/L1** buttons to select a free slot, then select "Create New Profile" and enter the name "Turco813" (Note: Only the T should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

NO ONE LIVES FOREVER

Stage Select

At the main menu, highlight the "Load Game" option. Press and hold **L3 + R3**, then press the **X** button to bring up the Stage Select screen. Toggle the screens using the **R1** and **L1** buttons and press **X** to select a level. Press **△** to exit the menu.

ONIMUSHA: DAWN OF DREAMS

Cheat Codes

At the main menu, choose "Special" and place the cursor on "Exit." Now you can enter any of the following codes to unlock the desired cheat: **Unlock Special 3 costume for Soki**—**Left, △, R2, R3, □, R1, R1, Right, Left, L2**
Unlock Special 3 costume for Jubei—**L2, L2, Right, Right, L3, △, Left, L1, L2, □**
Unlock Special 3 costume for Ohatsu—**R3, Right, L2, Left, Left, R3, L1, R1, Right, R3**
Unlock Special 3 costume for Roberto—**R2, L2, Left, L1, Left, Right, R3, □, △, R2, R3**
Unlock Special 3 costume for Tenkai—**L3, L3, R3, R3, Left, R2, L1, □, Right**

OUTLAW VOLLEYBALL REMIXED

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):
Characters have big heads in Exhibition, Random Play and Tour Modes—Hold **L1** and press **○, X, △, △**

Female characters are well-endowed in Exhibition, Random Play and Tour modes—Hold **L1** and press **○, Up, Up, ○, △**
Max out Turbo meter in Exhibition and Random Play—Hold **L1** and press **Left, Right, Down, R1**
Earn a Beating Token in Exhibition—Hold **L1** and press **L2, L2, L2**
Drop a Time Bomb on the opponent's side in Exhibition and Random Play—Hold **L1** and press **X, ○, ○, △, △, △, X**

Secret Court

At the "Choose a Court" screen, hold **R1** and press **□, □, □, □, □, □, △, △, △, △, △, L2, L2, L2, L2, L2** to unlock The Pit of Hell in Exhibition mode.

PAC-MAN WORLD 3

Unlock All Levels

At the main menu, quickly press **Left, Right, Left, Right, ○, Up**. A message will appear to confirm the code if you've entered it quickly enough.

PETER JACKSON'S KING KONG THE OFFICIAL GAME OF THE MOVIE

Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold **L1 + R1**, press **Down, ○, Up, □, Down, Down, Up, Up**, then release **L1 + R1**. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)

GrosBras—One-shot kills

KK 999 mun—Unlimited ammo

lance Inf—Unlimited spears

KKst0ry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtgun—Equip pistol

KKcapone—Equip machine gun

KKsn1per—Equip sniper rifle

PRIMAL

Cheat Codes

Hold **L1 + L2 + R1 + R2** at the main menu for five seconds; a secret Code Menu will appear. Highlight each field and enter the appropriate code to activate the desired cheat, then press the **□** button to enter the code (the highlighted text will turn yellow to confirm correct code entry).

M O N S T R O U S—Invulnerable

W I N D C H I L L—Solum

M O O N P O O L—Aquis

E T H E R I A N—Aetha

M I D D A Y S U N—Volca

R U N E S C O R E—Gallery

K I L L S W I T C H—Easykill

PSYCHONAUTS

Cheat Codes

At any time during the game, hold **L1 + R1** and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.

Invincibility—**○, R2, ○, ○, △, L2**

Unlimited lives—**L3, R2, R2, ○, X, R3**

Infinite ammo—**R3, X, L3, L3, △, ○** (Note: The effects of this code won't be apparent until after you earn the PSI-Blast Merit Badge)

All Camp Store items except Psi-Ball Colorizer and Dream Fluffs—**R3, ○, R2, R2, L3, △**

All PSI-Power Merit Badges—**○, ○, R2, L3, △**

Lots of Arrowheads—**X, R3, R3, R2, △, □**

Max. PSI-Rank and all PSI-powers earned by ranking up—**L3, R3, L3, R2, ○, R2** (Note: You still need to get Merit Badges in order to use the powers)

THE PUNISHER

Cheat Code

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

Q-BALL BILLIARDS MASTER

View Ball Paths

At the title screen, press **Up, △, Down, X, Left, □, Right**; you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press **X, ○, □, △, X, ○, □, △**. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Bonus Levels" menu will appear.

Secret Cheat Menu

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RISE OF THE KASAI

Cheat Codes

Enter any of the following codes at the title screen; you'll hear a sound to confirm each time you enter a code correctly. Once the codes have been entered, you can toggle the cheats on and off by selecting "Cheats" from the Extras menu.

Invincibility—**□, ○, X, □, ○, X, ○, X, □, ○, X**

Unlimited ammo—**X, ○, ○, □, X, X, ○, ○, X, □, X, X**

Super Player—**X, X, X, X, □, X, X, X, ○, ○, ○, ○**

Tough enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Arena AI off—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Wimpy enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Infinitely enemies—**X, ○, ○, X, X, X, X, X, X, X, X, X**

Tornado cheat—**△, ○, X, □, X, X, X, X, X, X, X, X**
Restore health—**□, X, X, X, X, X, X, X, X, X, X, X**
Weapons unlock (weapons spawn near garage)—**△, X, X, X, X, X, X, X, X, X, X, X**

ROBOTEC: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the next menu, hold **L1 + R1** and press **Left, Up, Down, X, Right, △, START**. A special password entry screen will appear where you can enter any of the following codes:

W E W I L L W I N—Unlock all missions

M U L T I M A Y H E M—Unlock all multiplayer missions

S U P E R M E C H—Invincibility

M I S S M A C R O S S—Unlock all Veritech designs

W H E R E S M A X—Unlock all Veritechs and awards

B A C K S T A B B E R—One-shot kills

S N I P E R—One-shot Sniper kills

S P A C E F O L D—Faster gunpod ammo refresh

M A R S B A S E—Faster missile refresh

M I R I Y A—Faster weapon refresh

RTX RED ROCK

Cheat Codes

Select "Options" from the main menu or the pause menu, then select "Codes" and enter any of the following cheats:

Easy difficulty—**Up, Down, Down, Down, Down, Down, Down, Down, Down, Down**

Normal difficulty—**Up, Down, Up, Down, Up, Down, Up, Down, Up, Down**

Hard difficulty—**Down, Up, Up, Up, Up, Up, Up, Up, Up, Up**

Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**

Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**

Acquire super weapons—**Right, Up, Down, Down, Up, Right, Right, Up, Down, Down**

Unlock all Special Features—**Left, Down, Up, Left, Right, Up, Down, Left, Right, Down**

Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**

Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**

Acquire super weapons—**Right, Up, Down, Down, Up, Right, Right, Up, Down, Down**

Unlock all Special Features—**Left, Down, Up, Left, Right, Up, Down, Left, Right, Down**

Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**

Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**

Acquire super weapons—**Right, Up, Down, Down, Up, Right, Right, Up, Down, Down**

Unlock all Special Features—**Left, Down, Up, Left, Right, Up, Down, Left, Right, Down**

Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**

Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**

Acquire super weapons—**Right, Up, Down, Down, Up, Right, Right, Up, Down, Down**

Unlock all Special Features—**Left, Down, Up, Left, Right, Up, Down, Left, Right, Down**

Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**

Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**

Acquire super weapons—**Right, Up, Down, Down, Up, Right, Right, Up, Down, Down**

Unlock all Special Features—**Left, Down, Up, Left, Right, Up, Down, Left, Right, Down**

Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**

Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**

SHARK TALE**Cheat Codes**

During any of the levels where you can obtain pearls, press the **SELECT** button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you release L1 after entering a code. You can disable a cheat by entering the same code a second time.

Replace Pearls with Coins—Hold L1 and press **△, ×, ○, ○, ○, ×, ○, ○**
 Some creatures will fly off the screen when touched—Hold L1 and press **△, ○, ○, ○, ×, ○, ○, ○**

SHREK 2**Cheat Codes**

At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen:

Unlock all levels—**Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, Up, Up, Up, Up, Up**
 Unlock all bonuses—**Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, ○, ○, ○, ○, ○**
 Earn 1,000 gold coins—**Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, ○, ○, ○, ○, ○**
 Refill health meters—**Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, Up, Right, Down, Left, Up**

SILENT HILL 2**Extra Options**

From the main menu, select "Option," then press L1 + R1. You'll automatically be taken to a new "Extra Options" menu.

SIREN**Secret Puzzle Game**

During Tamon Takeuchi, Day 3—03:00, you'll find the "Brain Cell Revival" game on a child's grave after you switch control to Kyoya Suda. If you pass the level and save, whenever you return to the title screen the puzzle game will be available from the main menu.

Time Attack Mode

If you clear every scenario (78 blocks filled on the Link Navigator), you will unlock the Time Attack Mode. Access it by pressing **□** in the Stage Select feature before beginning a level.

SLY 2: BAND OF THIEVES**Cheat Codes**

At any time during the game, press **START** to pause, then enter any of the following codes at the pause menu:

Get TOM gadget—**Left, Left, Down, Right, Left, Right**
 Get Time Rush gadget—**Down, Down, Up, Down, Right, Left**
 Restart the current episode—**Left, R1, Up, Down, Up, Left**
 Warp to tutorial—**Right, Left, Up, Up, Up, R1**
 Warp to Episode 1: "The Black Chateau"—**Down, R1, Left, Right, R1, Down**
 Warp to Episode 2: "A Starry Eyed Encounter"—**R1, Left, Right, R1, Left, Down**
 Warp to Episode 3: "The Predator Awakes"—**Up, Left, Right, Left, Down, Up**
 Warp to Episode 4: "Jailbreak"—**Up, Right, Right, Up, Left, Left**
 Warp to Episode 5: "A Tangled Web"—**Left, R1, Down, Down, Up, Right**
 Warp to Episode 6: "He Who Tames the Iron Horse"—**Down, Up, R1, R1, Left, Down**
 Warp to Episode 7: "Menace in the North, Eh?"—**Left, Left, Left, Down, Down, R1**
 Warp to Episode 8: "Anatomy for Disaster"—**Down, Up, Left, Left, R1, Right**

SPACE CHANNEL 5: SPECIAL EDITION**Disc 1 Cheat**

At any time during gameplay, pause the game, press and hold L1 + R1, then press **Up, Left, ×, Left, ×, Down, Right, ○, Right, ○**. The game will continue with the computer controlling your moves and playing a perfect game.

Disc 2 Cheats

At any time during gameplay, press **START** to pause the game and enter either of the following codes:

Computer-controlled perfect game—Hold L1 + R1 and press **○, △, □**
 Mirrored camera angles—Hold L1 + R1 and press **Left, Up, Right**

SPIDER-MAN 2**Cheat Code**

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game

completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

SPONGEBOB SQUAREPANTS LIGHTS, CAMERA, PANTS!**Cheat Codes**

Choose "Bonuses" from the main menu, then select "Rewards." Now select "Codes" and enter any of the following codes:

8 9 3 6 3 4—Unlock "Hook, Line, & Cheddar" game
 4 8 6 7 3 9—Unlock Silver Story Mode
 9 7 7 5 4 8—Unlock all Action Figures

SSX ON TOUR**Cheat Passwords**

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following passwords:

p w e r p l a y—Earn all attributes in The Tour mode
 j a c k a l o p e s t y l e—Earn all Monster tricks
 z o o m j u i c e—Unlimited Boost in Quick Play and The Tour modes
 l o o t s n o o t—Unlimited money in The Tour mode
 l e t s p a r t y—Allows you to throw snowballs in Quick Play and The Tour modes
 t h e b i g p i c t u r e—Unlock all movies in The Tour mode
 b a c k s t a g e p a s s—Unlock all Freeride stages in The Tour mode
 f l y t h r e a d s—Unlock all clothing items for purchase in The Tour mode
 i n e d a f r i e n d—Unlock SSXquatch in Quick Play mode
 m o r e f u n t h a n o n e—Unlock Mitch Kookski in Quick Play mode
 t h r e e i s a c r o w d—Unlock Nigel in Quick Play mode
 f o u r s o m e—Unlock Skeleton in Quick Play mode
 b i g p a r t y t i m e—Unlock Conrad in Quick Play mode
 r o a d i e r u n d u p—Unlock all characters in Quick Play mode

STAR TREK: SHATTERED UNIVERSE**Cheat Codes**

Enter any of the following codes at the main menu (the one that shows the bridge, with the *Shattered Universe* logo in the lower right corner of the screen):

Invincibility—L1, **○, L1, R1, △, △, ○, SELECT**
 All ships unlocked—L1, **○, L1, R1, R1, ○, SE-LECT**
 All missions open—R1, L1, **○, □, L1, R1, △, SE-LECT**
 All medals and rank awarded—L1, R1, L1, **○, R1, △, L1, SELECT**
 Kobayashi Maru difficulty open—L1, **△, L1, L1, ○, R1, SELECT**

STAR WARS: BATTLEFRONT**Unlock All Planets in Campaign Mode**

After selecting your Era in Campaign Mode, you will enter the planet select screen. Press **○, ○, ○, ○** at this screen to unlock all of the planets.

Small Combatants

When creating a profile, enter "Jua Jua" as the profile name. All of the characters in the game will now be Ewok-sized.

STAR WARS: BATTLEFRONT II**Cheat Codes**

At any time during gameplay in Galactic Conquest or Instant Action modes, press **START** to pause the game, then enter any of the following codes. You can enter each code a second time to disable the effect.

Infinite ammo—**Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Down, Left, Right**
 Disable HUD—**Up, Up, Up, Left, Up, Up, Down, Left, Down, Up, Up, Left, Right**
 Low-res character models—**Down, Down, Down, Up, Up, Left, Down, Down, Down, Down, Down, Left, Up, Up, Left, Right**
 Alternate sound effects—**Up, Up, Up, Left, Up, Down, Up, Left, Down, Down, Down, Left, Up, Down, Down, Left, Right**
 Change wampa attacks to comic blurbs—**Up, Down, Left, Down, Left, Right**

STRIKE FORCE BOWLING**Cheat Codes**

Select "Add Bowler" from the Bowler Entry menu in any game mode, then change the new bowler's name to any of the following passwords to activate the corresponding cheat:

! S T R I K E !—Enable Autostrike mode
 ! L E V E L S !—Unlock all levels
 ! B O W L E R !—Unlock all bowlers

STUNTMAN**Secret Codes**

From the main menu, select "Stuntman Career," then select "New Game." Next, enter any of the following codes as your name to unlock the corresponding cheat. Remember, at the name entry screen, the flashing letter is not recognized by the game until you "lock it in." Make sure that the last letter in each code is not flashing before you press **×**.

M e F f—Unlock all toys
 s p i d e r—Unlock all cars
 f e l l a—Unlock all stages

THE SUFFERING: TIES THAT BIND**Cheat Codes**

At any time during gameplay (not while paused), hold L1 + R1 + **×** and enter any of the following codes:

Invincibility—**Down, Up, Down, Up**
 Right health—**Down, Down, Down, R2, Up, Up, Down, Up, R2**
 Refill Insanity meter—**Right, Right, Right, R2, Left, Left, Right, Left, R2**
 Decrease Morality meter—**Left, Left, Down, Up**
 Max. negative Morality—**Left, Down, Left, Down, Left, Down, R2**
 Increase Morality meter—**Up, Up, Right, Up**
 Max. positive Morality—**Up, Right, Up, Right, Up, Right, R2**
 Earn Xombium—**Right, Right, Up, Up, R2, Left, Right, R2, Right, Up, Right, R2**
 Earn Flashlight—**Up, Left, Down, Right, Up, Right, Down, Left, R2**
 Earn 12-Gauge Pump Shotgun—**Left, Left, Left, Down, Down, Down**
 Earn Molotov Cocktail—**Down, Down, Down, Up, Up, Up**
 Earn Shrapnel Grenades—**Right, Right, Right, Left, Left, Left**
 Earn all weapons except Gonzo Gun—**Down, Right, Up, Left, Down, R2, Left, Left, Right, Right, R2, Down, Up, Left, Right, R2**
 Earn all weapons except the Gonzo Gun and max. negative Morality—**Down, Up, Down, Left, Right, Left, R2, Up, Left, Down, Right, Up, Right, Down, Left, R2, Down, Down, Down, R2**
 Earn Gonzo Gun—**Left, R2, R2, Right, Left, Right, Left, Up, R2, R2, R2, Down, Up, Down, Up, R2**
 Refill ammo for current weapon—**Right, Right, Down, Up, Left, Right, Left, Left, R2**
 Refill ammo for current thrown weapon—**Left, Left, Up, Down, Right, Left, Right, Right, R2**
 Unlock all notes—**Right, Left, Up, Left, R2, Right, Down, Right**
 Unlock all maps—**Left, Right, Down, Right, R2, Left, Up, Left**
 Bloody Torque—**Up, Down, Left, Right**
 Clean Torque—**Down, Up, Right, Left**
 Suicide—**Down, Down, Down, Down**
 Black-and-white mode—**Up, R2, Left, R2, Down, R2, Right, R2**
 Psychedelic mode—**Left, Left, R2, Right, Right, R2, Up, Up, R2, Down, Down, R2**
 Display debug level information—**Left, Right, Left, Right, R2**

SUMMER HEAT BEACH VOLLEYBALL**Cheat Codes**

Select "Options" from the main menu, then select "Game Settings" and enter the "Cheats" menu to enter any of the following codes:

PEEPS—Unlock all characters
 80DAY—Unlock all locations
 MAJOR—Unlock all mini games
 MUSAK—Unlock all music videos
 GAMON—Unlock all game videos
 WERIT—Unlock all accessories
 GREED—Unlock all costumes
 MYPAD—Unlock all rooms in beach house
 CHAMP—Unlock all difficulty modes
 NAILS—Increased difficulty in Expert mode
 WHINE—Hide player arrows
 HOT 1—Sun ball
 GOLEM—Nerd ball
 MILKY—Coconut ball
 SPACE—Low gravity mode
 ZIPPY—High gravity mode
 EXOSZ—Spinning head mode
 MOUSE—Squaky mode
 HORSE—Deep voice mode
 HALEN—High jump
 1HEAD—1st-person mode
 BIRDS—Unlock bird's eye camera

SUPER BUST-A-MOVE 2**Another World**

At the title screen—when the words "Push Start Button" appear—press **△, Down, Up, △**. A special icon will appear on the screen. Now all of the "normal" and "classic" puzzles in Puzzle Mode are different.

Secret Characters

At the title screen—when the words "Push Start Button" appear—press **△, Up, Down, △**. A special icon will appear on the screen. When you play any mode besides Story Mode, you'll now be able to select from two additional characters.

SUPERCAR STREET CHALLENGE**Unlock All Cars and Courses**

At the main menu, press **□, Up, Right, Down, Left, R2, L1, R1**. When the cheat menu appears, select "Set All" to unlock all tracks and vehicles.

Unlock Furasshu-sama

At the vehicle selection screen, quickly press **Up, Up, Down, Down, Left, Right, Left, Right, ×, ○, SELECT, START**. If you entered the code correctly, the ultimate car, Furasshu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing **×**.

Unlock Additional Paint Schemes

From the "Vehicle Select" menu, choose the "Create-a-Car" option, then choose "Styling Studio." Press **Up, Right, Down, Left, △, ○, ×, □** to unlock additional colors.

SUPERMAN: SHADOW OF APOKOLIPS**Secret Codes**

From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes:

SMALLVILLE—Infinite health
 JOR EL—Infinite Super Power
 BIZARRO—Hard mode (double enemy health)
 LESLIE WILLIS—Easy mode (half enemy health)
 JOHN CORBIN—Unlock levels
 LARA—Unlock biographies
 LANA LANG—Unlock movies
 MXYZPTLK—Unlock levels, biographies and movies

SWAT: GLOBAL STRIKE TEAM**Cheat Code**

Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press **Up, L1, Down, R1, Left, L1, Right, R1, Up** to unlock all Single-Player Campaign and Co-op Campaign missions.

SWING AWAY GOLF**Secret Codes**

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly.

Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**
 Alternate in-game sound effects—**Left, Up, Down, Down, Left, L1, R1**

TAK AND THE POWER OF JUJU**Cheat Codes**

At any time during gameplay, pause the game and enter the following codes:

Earn all Juju Powers—**Up, Right, Left, Down, △, ○, Down**
 Max. Nubu Plants—**□, △, ○, Left, Up, Right, Down, Down**
 Max. Moonstones—**△, △, △, □, ○, Left, Right**
 Max. Yorbebs—**Up, △, Left, Right, Down, Up**
 Max. Feathers—**□, △, ○, △, ○, △, Down**
 Unlock all bonus features—**Left, Right, □, □, □, ○, Left, Right**

TEENAGE MUTANT NINJA TURTLES 3**MUTANT NIGHTMARE****Passwords**

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:

M D L D S S L R—Invincibility
 L M D R R M S R—Unlimited shuriken
 R R D M L S D L—Infinite Ougi gauge
 S L L M R S L D—All healing items become temaki sushi
 M S R L S M M L—Doubles enemies' attack power
 L D M S L R D D—Enemies kill you in one hit
 S L R M L S S M—Doubles enemies' defense power
 D M L D M R L D—No healing items
 L L M S R D M S—No shuriken

TENCHU: FATAL SHADOWS**Score/Time Display**

At any time during the game, press **START** to pause, then press **□, Down, Down, Up, Up** on Controller 2 at the pause menu. The current



score and stage timer will appear on the screen, allowing you to keep track of your status in each chapter.

TERMINATOR 3: RISE OF THE MACHINES

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

□□□□□□□□—Invincibility
 ××××××××—Unlimited ammunition
 ○○○×××××—All weapons (present)
 ××××××××—All weapons (future)
 ○○○□□□□□—Unlock *Missile Command* game in Special Features menu
 ○○○□□□□□—Unlock *Centipede* game in Special Features menu
 ○○○□□□□□—Unlock all levels
 ××××××××—Unlock all exclusive movies
 △○○×××××—Unlock all in-game movies
 ××××××××—Unlock all stills
 ○△○○××××—Unlimited continues
 ×△○○××××—T-X has 50% less HP in every fight
 △×△××××—Terminator has 50% less HP in every fight
 □△○○××××—T-X has 50% more HP in every fight
 △△○○××××—Terminator has 50% more HP in every fight
 ○○○□□□□□—T3 development team photo at loading screen

TEST DRIVE OFF-ROAD: WIDE OPEN

Cheat Passwords

At the main menu, select "Single Race" and enter any of the following names at the "Player Name" screen to activate the desired cheat:
 M E R C E D E Z—Unlock Mercedes ML430 for play in Single Race Mode and for purchase in Career Race mode
 L O W G R A V Y—Low gravity mode
 D N O M A I D—Increased climbing capability
 1 L A P S 1—Changes all Circuit Race tracks to one lap
 2 L A P S 2—Changes all Circuit Race tracks to two laps
 D B L T I M E—Doubles race time for all Blitz tracks
 M O N S T R U S—All CPU opponents become monster trucks
 E R A S E G S—Disable all cheats

THEME PARK ROLLER COASTER

Cheat Codes

At any time during gameplay, enter any of the following codes. Note that the codes must be repeated a specific number of times before they will register:
 Unlock all items—Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. You must repeat this sequence nine times in total
 Items cost nothing—Left, Down, X, O. You must repeat this sequence nine times in total
 255 Gold Tickets and all roller coaster awards—Up, Down, Left, Right, O, Right, Left, Down, Up, O. You must repeat this sequence five times in total

THUNDERSTRIKE: OPERATION PHOENIX

Unlock All Missions

From the main menu, select "Options." Set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold L1 + L2 + R1 + R2 + and press O. You'll see the words "Spooky Cat!" flash on the screen to confirm that all missions have been unlocked.

TOM CLANCY'S SPLINTER CELL

CHAOS THEORY

Unlock All Levels

At the "Solo/Co-op" game mode screen, select "Solo," then enter your profile name. At the main menu in "Solo" mode, hold L1 + L2 + R1 + R2 and press □, △, ○, ×, O, O, O, O, O. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TOMB RAIDER: THE ANGEL OF DARKNESS

Stage Select

At any time during the game, press START to pause, then press and hold L1 + R2 + Down + and simultaneously. Release the buttons, then immediately press O, Up, □, △, Right, Down as quickly as possible. You'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level.

TONY HAWK'S AMERICAN WASTELAND

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.

g r i n d X p e r t—Perfect rail balance
 h i t c h a r l e—Perfect skitch balance
 2 w h e e l s—Perfect manual balance
 t h e _ c o n d o r—Unlock Mat Hoffman
 s i r i u s _ D—Unlock Jason Ellis

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
 Y O H O M I E S—Unlock all secret Pro Skaters
 B A C K D O O R—Unlock "Cheats" option at the "Pause" menu
 R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)
 P U M P M E U P—Give the currently-selected skater enough stat points to max out all statistical categories
 P E E P S H O W—Unlock all movies
 M A G I C M I S S I L E—Combines all of the effects of the above codes

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.
 h o m i e l i s t—Unlock Eddie, Jango Fett and Mike Vallely
 (o) (o)—Unlock Daisy
 d o a s u p e r—Always Special
 s s b s t s—Perfect Rail
 m u l l e n p o w e r—Perfect Manual
 s u p e r f l y—Moon Gravity
 n o s p o o n—Matrix Mode
 w a t c h _ m e _ x p l o d e—Unlock all characters, stages and cheats

TONY HAWK'S UNDERGROUND

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.
 g e t i t u p—Moon gravity
 k e e p i t s t e a d y—Perfect manual
 l e t i t s l i d e—Perfect rail
 r e a r d i d e—Perfect skitches
 d i g i v i d e—Unlock all THUG movies

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes.
 s t r a i g h t e d g e—Unlock "Perfect Rail" cheat
 l i k e p a u l i e—Unlock "Always Special" cheat
 o l d s k o o l—Unlock Natas Kaupas
 s e l l o u t—Unlock Nigel Beaverhausen
 a p r i l m a n—Unlock Phil Margera
 c o s t a r s—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheklier
 b o x o f f i c e—Unlock all movies
 d s t r u c t—Unlock all levels

TOP GEAR: DARE DEVIL

Enable Chase Camera Option

At any time during gameplay, press Left, Right, □, O, △, ×, Up, Down, L2, R1, L1, R2. Press L2 to toggle between the different camera options.

Alien Drivers

At any time during gameplay, press Up, Up, △, Left, O, Left, O, Down, Down, ×, ×.

Enable Motion Blur Option

At the main menu, press Up, Left, O, Down, Right, □, Up, Down, Left, Right, O, □. Now enter the Options menu and you'll see a new option called "Motion Blur," which you can manually adjust.

Alternate Paint Job

At the main menu, press Down, □, Down, R1, Right, Right, Up, Left, O, L2, L1. Begin a new game and your car will have flames on the hood and the fenders.

TOTAL IMMERSION RACING

Secret Codes

At the main menu, select "Start Game," then select "Career." When the "Enter Your Name" screen appears, enter any of the following codes. You won't receive any special confirmation for entering a correct code, but the newly-entered name will disappear and the effects will take place immediately.

Poke—Faster car

Walk It—Slower opponents

Loaded—Unlock all standard cars

Road Sweep—Unlock all tracks

Swallow—Unlock Pilbeam LMP

Feather—Unlock Lister LMP

Downforce—Unlock Rockingham Champ Car

Road Trip—Unlock Extreme skill level

No Dogs—Remove speedometer, tachometer and map

TOTAL OVERDOSE

A GUNSLINGER'S TALE IN MEXICO

Cheat Codes

At any time during gameplay, press L1 + L2 + L3 + R1 + R2 + R3, then enter any of the following codes for the desired cheat:
 Unlock all Loco Moves—O, O, L2, R2
 Unlock all weapons—O, L1, R2, □
 Restore health—X, □, O, △
 Maximum Rewinds—R1, R2, L2, X

TRANSFORMERS

Cheat Codes

Enter any of the following codes at the Difficulty Select screen to start the game in a specific location with a number of Mini-Cons. Quitting the game will deactivate the code(s).
 Start Amazon with six Mini-Cons and all Warp Gates open—Left, Left, Right, L1, L2, Left, Left, Right
 Start Antarctica with six Mini-Cons—L1, L1, L2, □, □, O, R1, R2
 Start Antarctica with 13 Mini-Cons and all Warp Gates open—L1, Left, L2, Right, □, □, O, O
 Start Deep Amazon with 13 Mini-Cons—R1, R1, R2, L2, L1, L1, R1, R1
 Start Deep Amazon with 16 Mini-Cons and all Warp Gates open—□, O, O, R1, L1, Left, Left, Right
 Start Mid-Atlantic with 17 Mini-Cons—Left, Right, Left, Left, Right, R1, R2, O
 Start Mid-Atlantic with 18 Mini-Cons and all Warp Gates open—L2, Left, Right, Right, Left, L2, L1, L2
 Start Alaska with 18 Mini-Cons—O, □, O, □, Right, Left, Left, Right
 Start Alaska with 23 Mini-Cons and all Warp Gates open—R1, R1, R2, L1, L1, L2, O, O
 Start Starship with 23 Mini-Cons—R1, O, R1, □, Left, Left, Right, Left
 Start Starship with 24 Mini-Cons and all Warp Gates open—Right, Right, □, R1, R2, O, Left, Left
 Start Pacific Island with 24 Mini-Cons—Left, Left, Right, O, O, Right, Right, Left
 Start Pacific Island with all Mini-Cons and all Warp Gates open (before battle with Megatron)—L1, R1, L2, R2, Left, Left, Right, □
 Start Pacific Island with all Mini-Cons and all Warp Gates open (after battle with Megatron)—R2, R2, L1, L2, R2, R1, L2, L2
 Start Cybertron with all Mini-Cons—R2, R1, L1, L2, □, O, □, O
 More Cheat Codes
 Enter any of the following codes at the Autobot HQ main menu. Quitting the game will deactivate the code(s).
 Unlock all Mini-Cons—L1, L2, O, O, □, O, L2, L1
 Remove Mini-Con loadout restriction—R1, R1, L2, R1, L2, O, O
 Infinite Stealth (must have Covert Mini-Con equipped)—Up, Up, Down, Down, L1, L2, L1, L2
 Infinite Powerlinx—Up, Down, Up, Down, O, □, □, O
 Enemies have big heads—O, O, O, □, L1, L1, L1, L2
 Increase game speed slightly—L1, R2, R2, □, □, □, L1
 Even More Cheats

Pause the game at any time during gameplay and enter any of the following codes at the Pause screen. Quitting the game will deactivate the code(s).
 Invincibility (Autobot's health meter will still diminish while taking damage)—R1, O, O, R1, R2, L1, L1, L2
 1-shot kills—□, O, □, O, L1, L1, L2, L1
 Stealth enemies—Left, Right, Left, R1, R2, R1, Right, Right

Still More Cheats
 From the main menu, select "Extras," then enter any of the following codes at the Extras menu. Exiting the Extras menu will deactivate the code(s).

Unlock All Art, Comics, Toys and Promotional Booklet—O, O, □, O, L1, L1, L1, □
 Unlock All Movies, TV Spots, Cheat Videos and Credits—O, □, O, □, L1, R1, L1, □
 Unlock all Music—O, O, □, O, R1, L1, L1, L1
 Unlock all Extras—□, O, O, □, O, L1, L2

TRUE CRIME: NEW YORK CITY

Cheat Codes

At any time during gameplay, pause the game and access the "City Map" screen. Now hold L1 + R1 and enter any of the following codes:

Ultra easy mode (Marcus takes less damage, enemies are less accurate)—O, □, X, X, X, △, O
 Unlimited endurance—O, □, X, □, X, △, O
 Unlimited ammo—O, □, X, □, X, △, O
 Double damage—X, X, □, X, X, X, X, △
 Earn \$1,000,000—□, □, △, □, △, □
 Decrease Rogue meter—△, △, X, X, X, △, △
 Increased crime—X, □, X, △, △, △, △
 Zombie Marcus—O, △, □, X, X, X, X
 Unlock street races—△, △, X, X, X, △
 Unlock fight arenas—□, □, O, O, □
 Unlock "Red Gone Wild" mini-game—△, X, X, O, △, □
 Unlock new outfit at Puma store—△, X, O, □
 Unlock all music—O, □, O, □

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades

During gameplay, press START to pause and enter the City Map screen (you must be outside). Press Up, Right, Down, Left, Up, X. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.

Change Car Mass

While driving, press START to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass.

Decrease car mass—Down, Down, Down, X

Increase car mass—Up, Up, Up, X

Unlock Snoop Dogg Missions

During gameplay, press START to pause and enter the City Map screen (you must be outside). Press R1, L1, Up, Right, Left, Down, L3, R3, X, □, O, △. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down L1 + R1 when selecting "OK" to make the code work.

R O S A—Rosie Velasquez

H U R T _ M 3—Rosie in lingerie

F A T T—George

B 1 G 1—Chief Wanda Parks

F U Z Z—Officer Johnson

B 0 0 2—Bum

5 W A T—SWAT

M 1 K 3—Commando

T F A M—Gangster

P H A M—Butcher

M N K Y—Thug

B 0 0 8—Punkier girl

M R F U—Asian gangster

H A R A—Asian worker

T A T S—Tattoo lady

P 1 M P—Pimp

B R U Z—Boxer

H A W G—Biker

J A S S—Donkey

J 1 M M—Zombie

TWISTED METAL: BLACK

Cheat Codes

At any time during gameplay, hold L1 + L2 + R1 + R2 and enter any of the following codes:

Invulnerable—Right, Left, Down, Up

God mode—Up, X, Left, O

Exchange weapons for health—△, X, □, O

Killer weapons—X, X, Up

Mega guns—X, X, X, △

Special Vehicle Abilities

Enter any of the following codes at any time during gameplay to activate the selected ability:

Energy shield—Right, Right, Down, Down

Freeze beam—Up, Down, Up

Invisibility—Left, Left, Down, Down

Drop a mine—Right, Left, Down

Fire weapons behind—Left, Right, Down + L2

TY THE TASMANIAN TIGER 2: BUSH RESCUE

At any time during gameplay (not while paused), quickly enter any of the following codes:

100,000 Opals—START, START, △, START, START,

△, O, X, O, X

Unlock Boomerangs—START, START, △, START,

START, △, O, □, O, □

Unlock More Boomerangs—START, START, △,

START, START, △, △, O, □, △

Unlock Bunyip Keys—START, START, △, START,

START, △, □, O, □, X

ULTIMATE SPIDER-MAN

Cheat Codes

At any time during the game, press START to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen:

**1080° AVALANCHE***Avalanche Codes*

Choose "Options" from the main menu, then select "Enter an Avalanche Code" and enter any of the following codes:

J A S 3 I K R R—Sub-Zero Assault: Spinal Damage (Novice Match Challenge)
2 A U N I K F S—Sub-Zero Assault: Ballistic (Hard Match Challenge)
E A T F I K R M—Avalanche Alley: No Way Out (Expert Match Challenge)
9 A V V I K N Y—Avalanche Alley: Outway Knoll (Extreme Match Challenge)

ATV: QUAD POWER RACING 2*Cheat Codes*

Enter the following codes in the "Name Your Rider" screen when creating a new profile:
B U B B A—Unlock all riders
G E N E R A L L E—Unlock all vehicles
R O A D K I L L—Unlock all tracks
R E D R O O S T E R—Unlock all championships
D O U B L E B A R R E L—Unlock all challenges
F I D D L E R S E L B O W—Max. skill level
G I N G H A M—Max. stats

BAD BOYS: MIAMI TAKEDOWN*Cheat Code*

At the "Press Start Button" screen, press X, Up, B, Y, Right, Down; a gunshot sound will confirm correct code entry. You can now select any level under the Quick Game menu and toggle any of the options at the Cheats menu.

BALDUR'S GATE: DARK ALLIANCE*Play as Drizzt Do'Urden*

At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game.

Level Warp & Invincibility

At any time during gameplay, hold L + R + Left + Y and press START. After entering the code correctly, a special menu will appear.

BLOOD OMEN 2*Cheat Code*

At the main menu, press Z, R, L, B, X, Y. When you start a new game, you'll have the Soul Reaver and Iron Armor.

CASPER: SPIRIT DIMENSIONS*Cheat Code*

At the title screen, press L + R + Z and hold all three buttons down until you hear a chicken make a clucking noise. Now begin a game and Casper will start with the Ghost Power, Fire Enhance and Ice Enhancer spheres.

THE CHRONICLES OF NARNIA THE LION, THE WITCH AND THE WARDROBE*Unlock All Levels*

At the level select menu (i.e. while looking at the Wardrobe), hold L and press Up, Up, Right, Right, Up, Right, Down to open all the levels.

Unlock All Bonus Content

Choose "Bonus Content" from the level select (Wardrobe) menu. When the Bonus Items menu appears, hold L and press Down, Down, Right, Right, Down, Right, Up to unlock all the bonuses.

Cheat Codes

At the main title screen—where the words "Please Press START to Begin" are flashing—hold L + R and press Down, Down, Right, Up. (Note: You may have to start a game and exit before the main title screen will appear.) The flashing text will turn green when you enter the code correctly. Now you can enter any of the following cheats at any time during gameplay:
Refill health—Hold L and press Down, Left, Left, Right
Refill energy—Hold L, press Up, Up, Right, Up
Invincibility—Hold L and press Down, Up, Down, Right, Right
Get 10,000 Coins—Hold L and press Down, Left, Right, Down, Down
Unlock all special abilities—Hold L and press Down, Left, Right, Left, Up
Skip to the end of the current level—Hold L and press Down, Left, Down, Left, Down, Right, Down, Right, Up

Gamecube tips

CONFLICT DESERT STORM II BACK TO BAGHDAD*Cheat Code*

At the main menu, press Z, Z, Y, Y, X, X, B, B, START. A new "Cheats" option will appear in the Options menu.

DEF JAM VENDETTA*Unlock Characters*

At the main menu, select Battle mode and choose any match type. At the character select screen, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z.

Arii—A, Y, B, X, Y
Briggs Alternate Costume—A, B, X, Y, X
Carla—A, Y, A, A, A
Chukklez—Y, Y, B, A, X
Cruz—X, B, A, A, X
D-Mob—Y, B, Y, A, X
D-Mob Alternate Costume—Y, Y, B, Y, Y
Dan G—A, X, A, X, Y
Deebo—X, X, A, A, B
Deja—X, Y, X, X, A
DMX—X, A, X, B, Y
Drake—A, B, B, X, X
Funkmaster Flex—X, B, X, X, Y
Headache—B, B, B, Y, X
House—B, A, B, X, A
Iceberg—Y, B, X, Y, X
Ludacris—X, X, X, Y, B
Manny Alternate Costume—X, Y, X, Y, X
Masa—A, X, B, Y, Y
Method Man—Y, X, A, B, X
Moses—B, B, Y, Y, A
N.O.R.E.—X, Y, B, A, X
Nyne—Y, X, A, A, B
Omar—X, X, Y, B, B
Opal—X, X, Y, Y, B
Peewee—A, A, Y, B, Y
Peewee Alternate Costume—A, B, B, Y, X
Penny—A, A, A, B, X
Pockets—B, Y, X, Y, A
Proof Alternate Costume—A, Y, B, Y, X
Razor—B, Y, B, X, A
Razor Alternate Costume—Y, X, A, B, B
Redman—X, X, B, Y, A
Ruffneck—A, Y, A, B, X
Ruffneck Alternate Costume—Y, X, B, A, Y
Scarface—X, Y, A, B, Y
Sketch—B, B, X, Y, A
Snowman—B, B, A, X, X
Spider Alternate Costume—Y, B, A, Y, X
Steel—A, B, X, X, B
Tai—X, X, Y, A, X
Tank Alternate Costume—B, Y, X, A, A
Zaheer—B, B, Y, A, A
Unlock Stages
At the "Choose Stage" screen in Battle mode, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.
The Warehouse—A, A, Y, A, Y
Grimeyville—Y, Y, Y, A, Y
Club Luda—X, B, Y, A, Y
The Dragon House—B, A, Y, A, X
The Junkyard—A, Y, Y, A, B
The Face Club After Hours—Y, A, Y, Y, X
Def Jam—X, A, Y, A, B
Def Jam Vendetta—B, X, A, Y, Y
The Bounty Club—A, Y, Y, X, X

DISNEY SPORTS SOCCER*Unlimited Magic*

At the title screen press Y, Y, Y, Y, B, A, Y. You will now have unlimited magic for any pair of magic shoes.

DISNEY'S EXTREME SKATE ADVENTURE*Cheat Codes*

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:
e n t o u r a g e—Unlock all characters
a m b a s s a d o r—Unlock all stages
t r e n d y t r i c k s t e r—Unlock all items in Create-a-Skater menu
i n t h e z o n e—Special meter always full
s a v a n n a h—Unlock Lion King movie
m a r i n—Unlock Toy Story movie
n u g g e t s—Unlock Tarzan movie

ENTER THE MATRIX*Cheat Codes*

Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly:
0 0 3 4 A F F F—All weapons unlocked
1 D D F 2 5 5 6—Infinite ammo
6 9 E 5 D 9 E 4—Infinite Focus
7 F 4 D F 4 5 1—Infinite health
1 3 D 2 C 7 7 F—Unlock Bonus Test Level
F F F F F F 1—Invisibility (enemies can't see you)
D 5 C 5 D 1 E—Multiplayer Fighting
7 8 6 7 F 4 3—Faster Logos Flight Speed

EVOLUTION SKATEBOARDING*Secret Characters*

At the title screen, press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, X. At the character-select screen, highlight any character and press the X button to select a different hidden character at each one.

Unlock All Stages

At the title screen, press L, R, Left, Right, Left, Right, Left, Right, Down, Down, Up, Down, Up. All of the game's stages will now be unlocked.

F-ZERO GX*Unlock Extra Soundtrack*

Enter the "Customize" menu and select "F-Zero Shop," then press Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X; you'll hear a confirmation sound. Now enter "Items" and you'll see a new soundtrack called "Sounds of Big Blue" available for purchase.

FIFA STREET*Unlock All Kit Apparel*

At the main menu, hold L + Y and press Right, Right, Left, Up, Up, Down, Left. You will hear a sound to confirm the code.

Small Players

At any time during gameplay, press START to pause, then hold L + Y and press Up, Left, Down, Down, Right, Down, Up, Left.

FIGHT NIGHT ROUND 2*Unlock All Venues*

At the Game Modes screen, hold Left until you hear the bell.

Small Fighters

At the Select Venue screen, hold Up until you hear the bell.

Secret Characters

Enter the following codes in the "First Name" field when creating a new boxer. The unlocked fighters will appear in the Heavyweight class.

M A C M A N—Little Mac

G E T F A B—Fabulous

FINDING NEMO*Secret Cheats*

Enter any of the following codes at the title screen. If entered correctly, you will hear a confirmation sound and the word "Cheat!" will appear. You can then toggle the cheats on and off at the pause menu during gameplay.

Level select—Y, Y, B, B, X, B, Y, X, B, Y, B, Y, B, Y, X, Y
Invincibility—Y, B, B, X, X, X, Y, Y, B, B, X, X, X, X, X, B, X, X, X, X, B, X, X, Y, X, X, Y
Reward level—Y, B, X, X, B, Y, Y, B, X, X, B, Y, Y, X, B, Y, B, X, X, B, Y
Credits—Y, B, X, Y, Y, B, X, Y, B, X, Y, B, B, X, Y, B, X, Y, B, X, X, Y, B, X

FREAKY FLYERS*Unlock Everything*

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FROGGER: ANCIENT SHADOW*Passwords*

Choose "Secret Code" from the main menu, then enter any of the following codes:
Berry, Lily, Lumpy, Lily—Start at Dr. Wani's Mansion Level 1 with Berry
Finnius, Frogger, Frogger, Dr. Wani—Start at Dr. Wani's Mansion Level 2 with Berry
Lily, Dr. Wani, Lily, Dr. Wani—Start at Doom's Temple Level 1 with Berry
Frogger, Lily, Lily, Lily—Start at Doom's Temple Level 2 with Berry
Frogger, Frogger, Frogger, Berry—Start at Doom's Temple Level 3 with Berry
Lily, Lily, Dr. Wani, Dr. Wani—Start at Elder Ruins Level 1 with Berry
Frogger, Berry, Finnus, Frogger—Start at Elder Ruins Level 2 with Berry
Lily, Lily, Dr. Wani, Lumpy—Start at Sealed Heart Level 1 with Berry
Lily, Frogger, Frogger, Lumpy—Start at Sealed Heart Level 2 with Berry
Lily, Lily, Lily, Lily—Unlock Bird's Nest hat
Lumpy, Lumpy, Lumpy, Lumpy—Unlock Masted Ship hat
Finnius, Dr. Wani, Lumpy, Frogger—Unlock Lobster hat
Frogger, Lumpy, Lily, Frogger—Unlock Skull hat
Frogger, Frogger, Frogger, Frogger—Unlock Swamp of Froggenstein image
Finnius, Finnus, Finnus, Finnus—Unlock Frogger on the moon image
Berry, Berry, Berry, Berry—Frogger City view image
Dr. Wani, Frogger, Dr. Wani, Frogger—Unlock Scene 06 image
Berry, Berry, Berry, Dr. Wani—Unlock Scene 14 image
Dr. Wani, Dr. Wani, Dr. Wani, Dr. Wani—Unlock Art Gallery 01 image
Lumpy, Frogger, Berry Lily—Unlock Art Gallery 02 image
Dr. Wani, Frogger, Lily, Finnus—Unlock Art Gallery 03 image
Finnius, Lily, Berry, Dr. Wani—Receive special letter from John
Lumpy, Frogger, Frogger, Berry—Receive letter from WHCinc
Lumpy, Berry, Lumpy, Finnus—Receive letter from Dr. Wani
Berry, Lumpy, Frogger, Lumpy—Receive letter from Opat
Dr. Wani, Lily, Dr. Wani, Frogger—Receive letter from secret admirer

FUTURE TACTICS: THE UPRISING*Cheat Codes*

Enter any of the following codes at the title screen. The codes can also be entered at the main menu or at almost any time during gameplay.
Unlimited turns and movement—Up, Up, Down, Down, Left, Right, Left, Left, R, L
Big heads—Up, Left, Down, Left, Down, Up, Up, Left
Low gravity—Up, Up, Up, Up, Up, Up, Down, Right, Up
Disco mode—L, Left, L, Left, R, Right, R, Right

GAUNTLET: DARK LEGACY*Secret Codes*

Enter any of the following codes at the "Enter your name" screen that appears whenever you start a new game.
A L L F U L—Start with 9 keys and 9 potions
1 0 0 0 K—Start with 10,000 gold
T A K 1 1 8—Play as a ninja
K A O 2 9 2—Play as a waitress
R I Z 7 2 1—Play as a quarterback
A Y A 5 5—Play as a Japanese schoolgirl
C E L 7 2 1—Play as a cheerleader
R A T 3 3—Play as a Warrior rat
S K Y 1 0 0—Play as a green alien

GOLDENEYE: ROGUE AGEN*"Extras" Screen Codes*

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down, Up, Left



Unlock One Life mode—Left, Down, Up, Right, Up, Right, Left, Down
 Paintball mode (multiplayer)—Right, Left, Right, Left, Down, Down, Up, Up
 Unlock all skins (multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up
 Turn off GoldenEye powers (multiplayer)—Up, Up, Down, Left, Right, Right, Left, Down
Pause Menu Codes
 At any time during the game, press **START** to pause, then enter any of the following codes at the Pause menu:
 Full health and armor—R, R, Z, X, Z, R, L, Z
 Full GoldenEye power—L, R, L, L, R, R, L

THE HAUNTED MANSION

Cheat Codes
 Enter the following codes at any time during gameplay (not while paused):
 Invincibility—Hold **Right** on the D-pad and press **B, X, X, X, B, X, Y, A**
 Weapon upgrade—Hold **Right** on the D-pad and press **B, B, Y, Y, X, X, X, A**
 Unlock "Level Select" option at the Pause menu—Hold **Right** on the D-pad and press **X, X, B, Y, Y, B, X, A**
Invisible Zeke
 After the Gamecube logo disappears, press **L + R + A + B** and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible.
Skeleton Zeke
 After the Gamecube logo disappears, press **A + B + Y + X** and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

I-NINJA

Cheat Codes
 At any time during gameplay, press **START** to pause the game and enter the following codes:
 Sword upgrade—Hold **L + R** and press **X, B, X, Y, Y, B, X, B**
 Complete current mission—Hold **R** and press **B, B, B, X**; release **R**, hold **L** and press **Y, Y**; release **L**, hold **R** and press **B, B** (Note: This code will only work during normal missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)
 Big head mode—Hold **R** and press **Y, Y, Y, Y**; release **R**, hold **L** and press **Y, Y**; release **L**, hold **L + R** and press **Y, X, Y**

THE INCREDIBLE HULK ULTIMATE DESTRUCTION

Cheat Codes
 Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.
RETR0—Play the game in black & white
H1ST0RY—Play the game in sepia
S M A S H 5—Smash Point Bonus—5,000
S M A S H 10—Smash Point Bonus—10,000
S M A S H 15—Smash Point Bonus—15,000
B R I N G I T—Doubles the value of all health collectibles
C A B B I E S—All ambient vehicles are taxis
O C A N A D A—Character: Canadian Flag Shorts
A U S S I E—Character: Australian Flag Shorts
A M E R I C A—Character: American Flag Shorts
F S H N C H P—Character: UK Flag Shorts
D R A P E A U—Character: French Flag Shorts
D E U T S C H—Character: German Flag Shorts
M U T A N D A—Character: Italian Flag Shorts
B A N D E R A—Character: Spanish Flag Shorts
F U R A G G U—Character: Japanese Flag Shorts
 The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.
D E S T R O Y—Doubles Hulk's damage values
F R O G G I E—Doubles the speed of traffic and makes it more aggressive
P I L L O W S—Low gravity
C H Z G U N—Replaces all missiles in the Badlands with crows
T R A N S I T—Replace all traffic with buses
K I N G K N G—Replaces all lamppost props with inflatable gorillas
S U I F I T—Character: Joe Fixit
C L A S S I C—Character: Classic Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)
V I L L A I N—Character: Abomination 1 (Note: This cheat will not work until you have finished the game)
 There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

JEREMY MCGRATH SUPERCROSS WORLD

Cheat Codes
 Enter the following codes at the main menu:
 Big heads—**B, X, R, L, Right**
 Bike is bouncy—**Up, Up, Y, Y, X, X**
 Infinite turbo—**Down, Down, Down, L, R, Z**
 Low gravity—**Left, Right, Up, Down, B, B, B**
 No boundaries—**L, R, Z, L, R, Z**
 Shrunken mode—**L, Z, Left, Right, B, B**
 Tag mode—**Z, X, Z, X**

KELLY SLATER'S PRO SURFER

Cheat Codes
 Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:
 7 1 4 5 5 5 8 0 9 2—Mega cheat
 6 1 9 5 5 5 4 1 4 1—All boards
 3 2 8 5 5 5 4 4 9 7—All levels
 9 4 9 5 5 5 6 7 9 9—All surfers
 7 0 2 5 5 5 2 9 1 8—All suits
 6 2 6 5 5 5 6 0 4 3—All tricks
 2 1 2 5 5 5 1 7 7 6—Max. stats
 2 1 3 5 5 5 7 2 1—Perfect balance
 2 1 7 5 5 5 0 2 1 7—High jumps
 8 7 7 5 5 3 8 2 5—1st-person view
 8 1 8 5 5 5 1 4 4 7—Tippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers
 At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X, A**. A message will appear on the screen to confirm the code.

MARIO GOLF: TOADSTOOL TOUR

Special Contests
 Hold the Z button and press **START** at the title screen. You will see a new option called "SP Contests" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contests menu and enter the following passwords for more contests:
 0 E K W 5 G 7 U—Camp Hyrule Cup
 G G A A 2 4 1 H—Super Mario Open
 C E U F P X J 1—Target Bullsseye Tour
 G J Q B U L Z—Hollywood Video Tour
 E L B U T 3 P X—Peach's Invitational
 9 L 3 I 9 K H R—Bowser's Big Blast
 2 G P L 6 7 P N—Bowser Jr.'s Jumbo Tourney

MARIO PARTY 6

Secret Voice Commands
 Speak the following words into the GameCube Mic at the times indicated to cause the corresponding effect to appear on the screen:
 Brighton Waves—Say "Brighton" at the main mode select screen.
 Twila Waves—Say "Twila" at the main mode select screen.
 Flying Fly Guys—Say "Fly Guy" at the main mode select screen.
 Jumping Cheep Cheeps—Say "Cheep Cheep" at the main mode select screen.
 Running Goombas—Say "Goomba" at the main mode select screen.
 Launch Bullet Bill—Say "Bullet Bill" during the Verbal Assault mini-game.
 Launch Goombas—Say "Gears" during the Verbal Assault mini-game.
 Launch missiles—Say "Nuts" during the Verbal Assault mini-game.
 Monkeys attack—Say "Ukiki" during the Word Herd mini-game.
 Falling Thwomps—Say "Zero" during the Shoot Yer Mouth Off mini-game.

MARIO POWER TENNIS

Star Characters
 After completing all three normal cups (Mushroom, Flower and Star) with a character, you will receive a Star for that character. You will then be able to play as that character in Star Mode. Characters in Star Mode will have harder shots, swifter feet and deadlier angles.
Unlockables
 • To unlock Fly Guy, win the Star Cup in Singles Tournament, World Open mode.
 • To unlock Wiggler, win the Thunder Cup in Singles Tournament, Gimmick Masters mode.
 • To unlock Paratroopa, win the Star Cup in Doubles Tournament, World Open mode.
 • To unlock Petey Piranha, win the Thunder Cup in Doubles Tournament, Gimmick Masters mode.
 • To unlock the Bowser Castle Court, win the Fire Cup in Singles Tournament, Gimmick Masters mode.
 • To unlock the Mario Classic Court, win the Fire Cup in Doubles Tournament, Gimmick Masters mode.
 Note: To unlock all play modes on one of the special courts, you must win a match on that court while playing in a Gimmick Masters Tournament (Singles or Doubles).

- To unlock the World Open Tournament Flower Cup, win the World Open Tournament Mushroom Cup.
- To unlock the World Open Tournament Star Cup, win the World Open Tournament Flower Cup.
- To unlock the Star Tournament Rainbow Cup, win the World Open Tournament Star Cup.
- To unlock the Star Tournament Moonlight Cup, win the Star Tournament Rainbow Cup.
- To unlock the Star Tournament Planet Cup, win the Star Tournament Moonlight Cup.
- To unlock the Gimmick Masters Tournament Fire Cup, win the Star Tournament Planet Cup.
- To unlock the Gimmick Masters Tournament Thunder Cup, win the Gimmick Masters Tournament Fire Cup.
- To unlock the Mecha-Bowser Mayhem special game, win the Mushroom Cup in Singles Tournament, World Open mode.
- To unlock the Balloon Panic special game, win the Flower Cup in Singles Tournament, World Open mode.
- To unlock the Coin Collectors special game, win the Mushroom Cup in Doubles Tournament, World Open mode.
- To unlock the "Ace" Difficulty Level, win the Planet Cup in Singles Tournament, Star Tournament mode.
- To unlock the Event Games, hold the Z button and press **START** at the Mario Power Tennis title screen.
- To unlock the Color-Changing Yoshi Shot, win the Flower Cup in Doubles Tournament, World Open mode.

MARIO SUPERSTAR BASEBALL

Unlockable Characters and Secrets
 Dixie Kong—Complete Challenge Mode at any difficulty setting with DK's team.
 Petey Piranha—Complete Challenge Mode at any difficulty setting with Wario's Team.
 Monty Mole—Complete Challenge Mode at any difficulty setting with Mario's Team.
 Toadette—Complete Challenge Mode at any difficulty setting with Peach's Team.
 Baby Luigi—Complete Challenge Mode at any difficulty setting with Yoshi's Team.
 Bowser's Team—Complete Challenge Mode at the Special Difficulty setting with any team.
 Hammer Bro—Complete Challenge Mode at any difficulty setting with Bowser's Team.
 Star Dash minigame—Complete Challenge Mode at the Mushroom difficulty setting.
 Toy Field minigame—Purchase the Secret Map from the shop in Challenge Mode (see below).
 Mario Grand Prix minigame—Complete the Bob-omb Derby, Wall Ball, Chain Chomp Sprint, Piranha Panic, Barrel Batter and Star Dash minigames at the Star difficulty setting.
 Buddy Emblem shop item—Defeat any team at any difficulty in Challenge Mode and recruit all of the team's players.
 Secret Map shop item—Win first place at least once in the Wall Ball, Piranha Panic, Bob-omb Derby, Chain Chomp Sprint and Barrel Batter minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game.
 Super Star shop item—Unlock the Secret Map item, then win first place at least once in the Wall Ball, Piranha Panic, Bob-omb Derby, Chain Chomp Sprint, Barrel Batter and Toy Field minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game.

MARVEL NEMESIS: RISE OF THE IMPERFECTS

Cheat Codes
 Choose "Options" from the main menu, then select "Cheats" and enter the following codes:
 SAVAGELAND—Unlock all *Fantastic Four* comics
 N Z O N E—Unlock all *Tomorrow People* comics
 T H E H A N D—Unlock Elektra bonus swimsuit card
 R E I K O—Unlock Solara bonus swimsuit card
 M O N R O E—Unlock Storm bonus swimsuit card

MIDWAY ARCADE TREASURES 3

Hydro Thunder: Unlock All Boats and Tracks
 Finish in one of the top five positions, and when you reach the initial entry screen, enter "7PB" as your initials. When you start a new game, all tracks and boats will be unlocked.
Off Road Thunder: Cheat Codes
 Select Rally mode and choose your track. At the "Choose Machine" screen, press **Right** to unlock the "Secret Code" option, then enter any of the following codes:
 Unlock Hyena vehicle—**Right, Right, Right** (to change the Hyena back into the Bad Omen, simply enter the code again)
 Unlock Chieftain vehicle—**Left, Left, Left** (to change the Chieftain back into the General, simply enter the code again)

Unlock Dust Devil vehicle—**Left, Up, Right** (to change the Dust Devil back into the Silver Streak, simply enter the code again)
 Unlock Wildcat vehicle—**Up, Up, Up** (to change the Wildcat back into the Thrasher, simply enter the code again)
 Disable "catch-up" feature—**Right, Left, Right**
 No Nitro—**Up, Left, Up**
 Unlock Cliffhanger Track—**Right, Up, Left**
San Francisco Rush 2049: Cheat Codes
 At the "Start Game" screen, hold **L + Y + X** and press **R** to unlock the "Cheats" menu. Next, select "Cheats," highlight any of the following cheats and enter the corresponding code to unlock that specific cheat:
 All cars—Press **A, A, X, X, L, L**, hold **R**, press **Y**, release **R**, hold **L**, press **A**
 All tracks—Hold **A + Y**, press **R**, release **A + Y**, hold **Y + X**, press **L**, release **Y + X**, press **A, A, X, X**, hold **L + R**, press **Y**
 All parts—Hold **Y**, press **X, A, L, R**, release **Y**, hold **X**, press **A**, release **X**, press **Y**
 Resurrect in place—Press **R, R, L, L, A, Y, X**
 Frame scale—Hold **L**, press **A, A, X**, release **L**, hold **R**, press **A, A, X**
 Tire scaling—Press **Y, X, A, Y, X, A**, hold **R**, press **A**
 Fog color—Hold **L**, press **Y**, release **L**, hold **A**, press **Y**, release **A**, hold **X**, press **Y**, release **X**, hold **R**, press **Y**
 Cone mines—Hold **X**, press **R**, release **X**, press **Y**, hold **A**, press **Y**, release **A**, press **Y**
 Car mines—Hold **L + R + Y**, press **A, X**, release **L + R + Y**, press **A, X**
 Track orientation—Hold **L + R**, press **Y**, release **L + R**, press **A, Y, X**, hold **L + R**, press **Y**
 Auto-abort—Press **A, L, Y, R, X**, hold **L + R**, press **A, Y**
 Super speed—Hold **X + R**, press **L**, release **X + R**, hold **A**, press **Y**, release **A**, press **A, A**
 Invincible—Hold **L + Y**, press **X, A**, release **L + Y**, hold **R**, press **A, Y, X**
 Invisible car—Hold **L**, press **Y**, release **L**, hold **R**, press **X**, release **R**, press **A**, hold **L + R**, press **Y**, release **L + R**, press **X, X, X**
 Invisible track—Press **R, L, X, Y, A, A, Y, X**, hold **L + R**, press **A**
 Brakes—Press **X, X, X**, hold **L + Y + A**, press **R**
 Super tires—Hold **R**, press **Y, Y**, release **R**, hold **L**, press **A, A, X**
 Mass—Hold **A**, press **Y, Y, X**, release **A**, press **L, R**
 Suicide mode—Hold **X**, press **R, L, R, L**, release **X**, hold **Y**, press **R, L, R, L**
 Battle paint shop—Hold **A**, press **L, R, L, R**, release **A**, press **Y, Y, Y**
 Demolition battle—Hold **L + A**, press **X, Y**, release **L + A**, hold **R + A**, press **X, Y**
 Random weapons—Hold **L + A**, press **Y, X**, release **L + A**, hold **R + A**, press **Y, X**

NAMCO MUSEUM

Display Game Time in Galaga Arrangement
 At the *Galaga Arrangement* screen, press **Left, Right, Left, Right, Up, Down, Up, Down**; you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing *Galaga Arrangement*.

NASCAR 2005: CHASE FOR THE CUP

Cheat Codes
 Enter "Fight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen. Enter the following names in their respective First Name and Last Name fields, then press **START** to lock in the name and activate the cheat:
 Walmart NASCAR—10,000,000 in the Bank
 You TheMan—Level 10 and 2,000,000 Prestige points
 MakeMe Famous—Rank 1 and 10,000,000 Fan Support
 The Intimidator—Unlock Dale Earnhardt
 Race Dodge—Unlock Dodge cars
 Mr.Clean Racing—Unlock Mr. Clean cars
 OldSpice Motorsports—Unlock Old Spice cars
 Levi Strauss153—Unlock Levi Strauss cars
 Gettin The Zone—Unlock Auto Zone cars
 Dodge Stadium—Unlock Dodge Raceway track
 OldSpice Venue—Unlock Old Spice Speedway track
 Walmart Exclusive—Unlock Lakeshore Drive track
 Open Sesame—Unlock all Thunder Plates

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes
 Enter the following codes when the words "Press Start" appear at the title screen. You will hear a confirmation sound each time you enter a code correctly.
 \$1,000 Cash in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—**Left, Left, Right, X, X, Right, L, R**
 \$200 in Career mode—**Up, Up, Left, R, R, R, Down**



Unlock Hummer H2—Up, Left, Up, Up, Down, Left, Down, Left
 Unlock Best Buy vinyl—Up, Down, Up, Down, Down, Up, Right, Left
 Unlock Burger King vinyl—Up, Up, Up, Up, Down, Up, Left

ONE PIECE: GRAND BATTLE

Unlockable Characters

There are two ways to unlock most of the characters in the game:

- To unlock Buggy, Chaser, Kuro, Don Krieg and Arlong for play in Story Mode, clear Story Mode with Luffy, Nami, Sanji, Usopp and Zolo at any difficulty setting.

- To unlock Ms. Sunday for play in all modes, clear Story Mode with Buggy, Chaser, Kuro, Don Krieg and Arlong at any difficulty setting.

- To unlock Chopper for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong and Ms. Sunday, then clear Story Mode with Luffy at the Hard or Very Hard difficulty setting.

- To unlock Shanks for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong, Ms. Sunday and Chopper, then clear Story Mode with Luffy at the Very Hard difficulty setting.

- To unlock Mihawk for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong, Ms. Sunday, Chopper and Shanks, then play Story Mode with Zolo at the Very Hard difficulty setting. When you fight Mihawk, you must finish him off with Zolo's Secret Attack (Three Thousand Worlds).

Alternatively, you can unlock any of the above characters by entering the following cheat codes. To enter a code, you must first clear Story Mode with any character at any difficulty setting. After you defeat your last opponent and the credits appear, enter one of the following codes while the credits are scrolling up the screen. The characters can be unlocked in any order using this method, but you can only enter one code after each time you clear Story Mode. You'll hear a sound to confirm each code.

Buggy—Hold L and press A, Right, Right, Right, Right, Right, A, A, A, X, X, X
 Chaser—Hold L and press B, B, X, X, A, A, Down, Down, Up, Up, B, B

Kuro—Hold L and press X, X, X, Left, Left, Right, Right, Right, Y, Y, Y
 Don Krieg—Hold L and press Down, Down, B, B, B, B, Right, Right, A, A, A, A
 Arlong—Hold L and press Down, Down, X, X, A, A, Down, Down, Down, Down, Left, Down

Ms. Sunday—Hold R and press Up, Y, Up, A, Down, X, Up, B, Right, B, Left, A, Right, Y, Down, L

Chopper—Hold R and press B, Down, L, Up, A, Right, X, Down, X, Down, Y, Right, A, Left, L, X
 Shanks—Hold R and press Right, B, Left, A, Left, L, Right, B, Right, L, Down, A, Left, B, Right, Y
 Mihawk—Hold R and press Right, L, Up, B, Up, L, Right, Y, Left, X, Left, A, Down, A, Left, L

- To unlock Mr. 2 Bon Clay for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong, Ms. Sunday, Chopper, Shanks and Mihawk by either of the above methods, then clear Story Mode with Sanji at any difficulty setting. After you defeat your last opponent and the credits appear, hold L and press A, A, X, A, Left, A, X, B, A, X, Y, X, A, R, R, Left while the credits are scrolling up the screen.

- To unlock Mr. 0 Crocodile for play in all modes, unlock Mr. 2 Bon Clay, then clear Story Mode with Ms. Sunday at any difficulty setting. After you defeat your last opponent and the credits appear, hold L and press Down, A, Left, Down, Y, A, X, B, Up, X, R, Left, Y, Right, B, R while the credits are scrolling up the screen.

Bonus Costumes

At the title screen—while the words "Press Start" are flashing—enter the following codes to unlock alternate costumes for use in all modes except Story Mode. Each code will also unlock an image in the Gallery of the character wearing that costume. You'll hear a chime each time you enter a code correctly.

Luffy's C costume—Hold L and press Up, A, Up, A, B, A, A

Luffy's D costume—Hold R and press Up, X, Up, X, B, A, A, Up
 Nami's C costume—Hold L and press Left, A, Left, A, B, A, Y

Nami's D costume—Hold R and press Left, X, Left, X, Y, Y, B, Down

Sanji's C costume—Hold L and press Up, A, Down, A, B, A, X

Sanji's D costume—Hold R and press Up, X, Down, X, Y, B, Y, X

Usopp's C costume—Hold L and press Right, A, Right, A, B, A, Y

Usopp's D costume—Hold R and press Right, X, Right, X, A, Y, B, X

Zolo's C costume—Hold L and press Down, A, Down, A, B, A, Y

Zolo's D costume—Hold R and press Down, X, Down, X, B, A, A, Y

Chopper's C costume—Hold L and press Y, Left, Right, A, Up, A, Down

Chopper's D costume—Hold R and press Left, A, Right, X, Y, Left, Right, B

PETER JACKSON'S KING KONG THE OFFICIAL GAME OF THE MOVIE

Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold L + R, press Down, X, Up, Y, Down, Down, Up, Up, then release L + R. A "Cheat" option will appear at the main menu and at the pause menu. Select this option, then enter the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a "whoosh" sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)

GrosBras—One-shot kills

KK 999 mun—Unlimited ammo

1nf—Unlimited spears

KKst0ry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtigon—Equip pistol

KKcapone—Equip machine gun

KKsn1per—Equip sniper rifle

PIKMIN 2

Title Screen Fun

At the title screen, when the words "Press Start" appear, press the following buttons to play around with the screen.

Press X to make a Bulborb appear. You can control it with the C-stick and press Z to make it eat Pikmin.

Press Y to make a Flint Beetle appear. You can control him with the C-stick.

Press R to make the Pikmin form the word "Nintendo."

Press L to revert the title screen back to normal.

PRINCE OF PERSIA: THE SANDS OF TIME

Secret Level

Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, B, X on Controller 1.

RAVE MASTER

Unlock Reina

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. Reina will now be selectable in Vs. Mode and Free Mode.

RESIDENT EVIL 2

Unlimited Ammo

Press START to pause the game, then choose "Button Config." from the Option menu. When the Controller Setup screen appears, hold the R button and press the Z button 10 times. If done correctly, you will see the white boxes around the CONFIG. and AIM settings turn red.

SHREK 2

Cheat Codes

At any time during gameplay, press START to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen:

Unlock all levels—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Up, Up, Up, Up
 Unlock all bonuses—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Y, X, Y, X, Y, X

Earn 1,000 gold coins—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, X, X, X, X, X

Refill health meters—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Right, Down, Left, Up

SONIC GEMS COLLECTION

Unlockable Items

Most of the locked items in *Sonic Gems Collection* will become available after you have played certain games for a specific amount of time or a minimum number of times. To get credit for playing the games and logging hours, be sure to save each game (if you can) before returning to the main menu.

Games

Vectorman—Play any game or games for a combined total of over five hours, or play *Sonic Gems Collection* with a *Sonic Mega Collection*, *Sonic Mega Collection Plus* or *Sonic Heroes* save file on your memory card

Vectorman 2—Play any game or games for a combined total of over seven hours and play *Vectorman* at least once.

Hints

The hints for each game in the Hints section will be unlocked after you have played that game for at least two hours.

Illustrations

1-5—Play *Sonic the Fighters* once

6-9—Play *Sonic the Fighters* for over 60 minutes

10, 11 and 18—Play *Sonic the Fighters* for over 120 minutes

12-17—Play *Sonic the Fighters* five times

19—Play *Sonic the Fighters* 10 times

20—Complete *Sonic the Fighters*

21, 22 and 26-28—Play *Sonic CD* once

23 and 29-31—Play *Sonic CD* for 60 minutes

24 and 32-34—Play *Sonic CD* five times

25 and 35-38—Play *Sonic CD* for over 120 minutes

39—Play *Sonic CD* 10 times

40—Complete *Sonic CD*

41, 44-46, 50 and 57—Play *Sonic R* once

42, 47, 51 and 58—Play *Sonic R* for 60 minutes

43, 48, 52 and 59—Play *Sonic R* five times

49, 53 and 60—Play *Sonic R* for 120 minutes

54 and 55—Play *Sonic R* 10 times

56—Complete *Sonic R*

61, 66, 71, 76, 77, 81-83, 87 and 90—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 300 minutes

62, 72, 78, 79, 84, 88, 89, 91, 94 and 97—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 60 minutes

63, 67, 73, 80, 85, 86, 92, 96 and 100—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 90 minutes

64, 68, 74, 93, 101-103 and 113-115—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 120 minutes

65, 69, 70, 75, 95, 98, 104, 117, 118 and 121—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 150 minutes

105, 106, 116, 119, 120, 122, 123 and 131-133—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 180 minutes

107-109, 124-129 and 138—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 210 minutes

110-112, 130, 134-137, 139 and 140—Play *Sonic R*, *Sonic CD* and *Sonic the Fighters* for a combined total of over 240 minutes

NOTE: The following illustrations cannot be unlocked until after you've played *Sonic Gems Collection* for over 240 minutes.

141, 142 and 148—Play *Sonic the Hedgehog 2* three times

143, 149 and 151—Play *Sonic the Hedgehog 2* for over 70 minutes

144, 150 and 152—Play *Sonic the Hedgehog 2* 12 times

145, 153, 156 and 158—Play *Sonic 2* for over 140 minutes

146, 147, 154, 155, 157 and 159—Play *Sonic the Hedgehog 2* 20 times

161, 165, 172 and 174—Play *Sonic Spinball* five times

162, 166 and 169—Play *Sonic Spinball* for over 60 minutes

163, 170, 171, 173 and 175—Play *Sonic Spinball* 10 times

164, 167, 176 and 177—Play *Sonic Spinball* for over 120 minutes

168, 178 and 179—Play *Sonic Spinball* 15 times

181 and 191—Play *Sonic the Hedgehog: Triple Trouble* three times

182, 184, 185, 190 and 192—Play *Sonic the Hedgehog: Triple Trouble* for over 70 minutes

183, 186-188, 194 and 196—Play *Sonic the Hedgehog: Triple Trouble* 12 times

193, 195, 197 and 198—Play *Sonic the Hedgehog: Triple Trouble* for over 140 minutes

189 and 199—Play *Sonic the Hedgehog: Triple Trouble* 20 times

201, 206, 211 and 216—Play *Sonic Drift 2* five times

202-204 and 207—Play *Sonic Drift 2* for over 60 minutes

205, 208 and 212—Play *Sonic Drift 2* 10 times

209, 213 and 214—Play *Sonic Drift 2* for over 120 minutes

210, 215 and 217—Play *Sonic Drift 2* 15 times

221, 222, 231 and 236—Play *Tails' Sky Patrol* three times

223, 226, 227, 232 and 233—Play *Tails' Sky Patrol* for over 70 minutes

224, 228, 229 and 234—Play *Tails' Sky Patrol* 12 times

225 and 237-239—Play *Tails' Sky Patrol* for over 140 minutes

230, 235 and 240—Play *Tails' Sky Patrol* 20 times

241, 246, 249 and 254—Play *Tails Adventure* three times

242, 247, 250 and 255—Play *Tails Adventure* for over 60 minutes

243, 256 and 257—Play *Tails Adventure* 10 times

244, 248, 252 and 258—Play *Tails Adventure* for over 120 minutes

245, 251, 253 and 259—Play *Tails Adventure* 15 times

261, 266, 272 and 276—Play any game(s) a combined total of 50 times

262, 269, 270 and 277—Play any game(s) for a combined total of 10 hours

263, 268, 273 and 278—Play any game(s) a combined total of 100 times

264, 267, 274 and 279—Play any game(s) for a combined total of 15 hours

265, 271, 275 and 280—Play any game(s) a combined total of 150 times

160—View illustrations 146, 145, 144, 142 and 143 in order

180—After unlocking illustration 160, view illustrations 162, 163, 164, 166, 170, 172, 174 and 178 in any order

200—After unlocking illustration 180, view illustrations 12, 23, 54, 10, 22, 25, 39 and 56 in order

218, 219—After unlocking illustration 200, view illustrations 10, 25, 39, 40, 56, 93 and 160 in order

220—After unlocking illustrations 218 and 219, view illustrations

5, 4, 9, 8, 3, 6, 7, 2 and 10 in order

180—After unlocking illustration 220, view illustrations 18, 106, 118, 136, 137, 138, 139 and 140 in order

281-285—After unlocking illustration 260, view illustrations 110, 112, 122, 130, 132 and 137 in order

286-295—View the credits five times

296-300—View the credits 10 times

320—Available after you unlock Museum items 1-319

Songs

1) "Are You Brave?"—Unlock illustrations 1-10

2) "Fairly of A.I.F."—Unlock illustrations 11-20

3) "Sonic 6290 Mix"—Unlock illustrations 21-30

4) "Sonic After-6290 Mix"—Unlock illustrations 31-40

5) "Sonic Boom D'n'B Mix"—Unlock illustrations 21-30

6) "Can You Feel the Sunshine ACID mix"—Unlock illustrations 41-50

7) "Living in the City LTN Mix"—Unlock illustrations 51-60

8) "Sonic Goes UG Mix"—Unlock illustrations 261-300

9) "Sonic3 MegaD Mix"—Unlock illustrations 61-160

10) "Open Your Heart MJ2 Mix"—Unlock illustrations 161-200

11) "Sonic Heroes No-GTR-Mix"—Unlock illustrations 201-260

Game Demos (Museum items 301-316)

After unlocking every illustration from 1 through 140, you can unlock demo levels of other Sonic games by simply entering the Museum at least once on three consecutive days. A new set of demos will appear each time you enter the Museum on three consecutive days, according to the following schedule:

1) *Sonic 1* Final Boss Demo, *Sonic 1* Game Gear Final Boss Demo

2) *Sonic 2* Final Boss Demo, *Sonic Labyrinth* Final Boss Demo

3) *Sonic 3* Final Boss Demo, *Sonic Drift* Final Race Demo

4) *Sonic 3D Blast* Final Boss Demo, *Sonic & Tails* Final Boss Demo

5) *Sonic Spinball* Final Demo, *Sonic Blast* Demo

6) *Dr. Robotnik's Mean Bean Machine* Final Puzzles

7) *Sonic 1, 2, 3 and Knuckles* "Good Ending" Demos

Videos (Museum items 317-319)

Sonic Heroes Trailer—Play *Sonic Gems Collection* at least 30 times for a combined total of over 24 hours of playing time

Sonic's History Video—Play *Sonic Gems Collection* at least 50 times for a combined total of over 24 hours of playing time

Sonic Adventure Intro Video—Play *Sonic Gems Collection* at least 70 times for a combined total of over 24 hours of playing time

Sonic CD: Stage Select

Enter the following code while the words "START GAME" are flashing on the *Sonic CD* title screen: Up, Down, Down, Left, Right, A.

Note: You must tap the buttons very quickly without keeping any button held down for more than a fraction of a second. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage. You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.

Sonic CD: Secret Demo Mode

Play the Time Attack Mode until your total time is less than 37'27"57. When you achieve this goal, go back to the title screen—you'll find a



new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the D-pad as the game's characters fly across the foreground.

Sonic CD: Bonus Round Time Attack

If you can get your total time below 30'21"05 in the Time Attack Mode, you'll be able to access a new set of challenges by pressing **Left** on the D-pad while the Time Attack menu is on the screen. Now you can race in the "Special Zone" bonus rounds.

Sonic CD: Visual Mode

The most difficult Time Attack trick of all requires you to get your total time below 25'46"12. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo.

Sonic CD: Sound/Music Test

Enter the following code while the *Sonic CD* title screen is flashing the words "START GAME": **Down, Down, Down, Left, Right, A**. Note: You must tap the buttons very quickly without keeping any button held down for more than a fraction of a second. You'll move to a hidden Sound Test menu, with options for listening to digitized samples ("PCM") or digital audio tracks straight from the CD ("DA").

Sonic CD: Secret Bonus Round

Using the Sound Test as described above, set both menu items at 07 and press the **START** button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," a special bonus round. Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.

Sonic CD: Debug Mode

Using the Sound Test as described above, set up the numbers as follows: PCM No. 12, DA No. 11. Press **START** and you'll get a cool photo of Tails standing next to a race car. When you return to the title screen, start a new game and your "Score" and "Time" indicators will be replaced by hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press **B** during gameplay to change Sonic a different object from the game. While Sonic is a different object, you can move the object anywhere in the current stage and even change into different objects by pressing **A** repeatedly. Press **B** to change back into Sonic.

Sonic CD: Secret Images

To see some secret images in *Sonic CD*, set up the numbers in the Sound Test as follows and press the **START** button: PCM No. 12, DA No. 25 PCM No. 04, DA No. 21 PCM No. 03, DA No. 01 PCM No. 11, DA No. 09

Sonic R: Duplicate Character Trick

To have both players choose the same character in two-player mode, both players should highlight that character, hold the **L** button and press **A**.

Sonic R: Secret Course

To access the Radiant Emerald course, you must place 1st in each of the other four courses in Grand Prix mode.

Sonic R: Secret Characters

- To access Dr. Robotnik, you must place 1st on the Radiant Emerald course in Grand Prix mode. Once you've done this, Robotnik will appear on the character-select screen.
- To access Metal Sonic, you must find all five Sonic tokens in the Resort Island course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Sonic will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Metal Tails, you must find all five Sonic tokens in the Radical City course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Tails will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Metal Knuckles, you must find all five Sonic tokens in the Reactive Factory course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Knuckles will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Egg Robo, you must find all five Sonic tokens in the Regal Ruins course while placing 3rd or better in Grand Prix mode. Once you've done this, Egg Robo will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Super Sonic, you must find all seven Chaos Emeralds in Grand Prix mode; remember that you will not be allowed to keep a Chaos Emerald unless you finish first. Once you've done this, Super Sonic will appear in place of Sonic at the character-select screen. To change

back and forth between Sonic and Super Sonic, just press **Up** and **Down** on the D-pad at the character-select screen.

Sonic Spinball: Cheat Codes

Choose "Options" from the main menu, then use the "Sound FX" option to enter any of the following codes by listening to each sound in order. For example, to enter the "Start with nine lives" code, listen to Test 00, then Test 03, then Test 01, then Test 01, then Test 05, then Test 05. You'll see the screen shake to confirm each code. If you can't get a code to register, simply choose "Exit" and try again.

00, 03, 01, 01, 05, 05—Start with nine lives
00, 09, 00, 01, 06, 08—Debug mode (with this code in place, press **START** to pause, then press **A** and you'll be able to move Sonic to any part of the stage. Press **START** again to continue at his new location)

00, 02, 01, 05, 06—Level skip (with this code in place, press **START** to pause, then press **Down** to skip to the next stage)

01, 01, 01, 02, 05, 00—Zero gravity
00, 08, 02, 07, 06, 06—Super low gravity
00, 04, 01, 09, 06, 04—Low gravity
01, 00, 01, 03, 06, 07—Medium gravity
00, 03, 01, 09, 06, 08—High gravity
00, 08, 00, 07, 07, 01—Reverse gravity
00, 04, 02, 09, 06, 04—Slow motion
00, 05, 01, 03, 07, 00—Super slow motion
00, 04, 02, 05, 05, 07—Faster music
00, 02, 02, 00, 06, 09—Negative colors
00, 09, 01, 02, 05, 04—Faster music + negative colors

00, 05, 00, 03, 06, 00—Display version number

Sonic the Hedgehog Triple Trouble Stage Select

After the Sega logo fades out, press and hold **Up** on the D-pad and watch Knuckles start to pick up the gems from the screen. While still holding **Up**, you must press the **START** button at the exact instant when Knuckles touches the third gem (the red one). If your timing is perfect, you'll hear a chime. Press **START** at the title screen; the stage-select menu will appear after you choose your character.

Sonic Drift 2: Bonus Race

To enter a secret bonus race, you must play through the Chaos GP at the Blue difficulty setting and earn six gems by placing first in all six races. If you do this, you'll be sent to the "Final Round," a one-on-one race against Dr. Robotnik. If you beat him, you'll get to see an ending sequence with the game's credits.

Tails' Sky Patrol: Cheat Menu

At the title screen, hold **Up** + **A** and press **START**. A secret cheat menu will appear with sound test and stage select options.

Tails Adventure: Cheat Codes

Choose "Continue" from the main menu, then enter the password "A D E T - A A 2 A - 5 1 A 6 - 6 D 1 2" to start with all stages unlocked, all equipment, max. flying ability and 99 rings.

Vectorman: Hidden Game + Level Warps

When the Sega logo appears after loading *Vectorman*, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Vectorman: Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Vectorman: Cheat Codes

Enter any of the following codes while the game is paused:
Refill energy—**B, A, Right, B, X, B, Down, B, A, Right, B**

See the programmers' debug coordinates—**A, B, Left, Left** or **A, B, Left, Down**

Five dots appear around Vectorman—**B, A, B, X, B, A, A**

Game slows down when Vectorman gets hit—**Down, Right, B, X, Up, Left, B**

Level warp—**X, B, Left, Left, B, X, B, A** (After entering this code, Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vec-

torman, just pause and enter the code again.

Vectorman: Super Cheat Menu

At the Options menu, press **B, A, A, B, Down, B, A, A, B** to access a cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

Vectorman 2: Cheat Codes

Enter any of the following codes while the game is paused:

Refill Energy—**A, B, A, B, Left, Up, Up**

One Extra Life—**Right, Up, A, B, Down, Up, A, Down, Up, A**

Weapon Upgrade—**X, B, Left, Left, Down, B, Down**

Stage Select/Sound Test—**Up, Right, B, A, B, Down, Left, B, Down**

SPEED KINGS

Cheat Code

Start a new game and enter the "Player Setup" menu from any section. Under the player's handle, enter "borkbork" as the player's name to unlock everything in the game.

SPIDER-MAN 2

Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYER" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

SPONGEBOB SQUAREPANTS

LIGHTS, CAMERA, PANTS!

Cheat Passwords

Choose "Bonuses" from the main menu, then select "Rewards." Now choose the "Codes" option and enter any of the following codes:
8 9 3 6 3 4—Unlock "Hook, Line, & Cheddar" game
4 8 6 7 3 9—Unlock Silver Story Mode
9 7 7 5 4 8—Unlock all Action Figures

TEENAGE MUTANT NINJA TURTLES 3

MUTANT NIGHTMARE

Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:
M D L D S S L R—Invincibility
L M D R M S R—Unlimited shuriken
R D M L S D L—Infinite Ougi gauge
S L L M R S L D—All healing items become temaki sushi
L D M S L R D D—Enemies kill you in one hit
M S R L S M M L—Doubles enemies' attack power
S L R M L S S M—Doubles enemies' defense power
D M L D M R L D—No healing items
L L M S R D M S—No shuriken

TOM CLANCY'S SPLINTER CELL

CHAOS THEORY

Unlock All Missions

Choose "Solo" from the main menu. At the Solo menu, hold **L** + **R** and press **X, X, X, X, Y, Y, Y, Y, Y**. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S UNDERGROUND

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.

get it up—Moon gravity

keep it steady—Perfect manual

let it slide—Perfect rail

rearrider—Perfect skates

N O O O !—Unlock T.H.U.D.

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes.

s t r a i g h t e d g e—Unlock "Perfect Rail" cheat
l i k e p a u l i e—Unlock "Always Special" cheat
u n s c r e w e d—Unlock Natas Kaupas
b r i t t e e t h—Unlock Nigel Baeverhausen
x x l a r g e—Unlock Phil Margera
w a k p a k—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheckler
s i k f l i c k—Unlock all movies
u r o w n 3 d—Unlock all levels

TY THE TASMANIAN TIGER 2: BUSH RESCUE

Secret Codes

Enter the following codes at any time during gameplay. You will hear a confirmation sound each time you enter a code correctly.
100,000 Opals—**START, START, Y, START, START, Y, X, A, X, A**
All Bunyip Keys—**START, START, Y, START, START, Y, B, X, B, A**
Reveal all items in the vicinity—**START, START, Y, START, START, Y, Up, Down, Left, Right**
Unlock Level 1 Boomerangs—**START, START, Y, START, START, Y, X, B, X, B**
Unlock Level 2 Boomerangs—**START, START, Y, START, START, Y, B, X, B, Y**

WAVE RACE: BLUE STORM

Secret Passwords

Choose "Options" from the main menu, then hold **Z** + **X** and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:
D L P H N M O D—Ride a dolphin, Free Room
K T U P W N P D—Play Dolphin Park, Stunt Mode Normal
W C X S W P 5 A—Play Southern Island, Stunt Mode Expert
M J V 8 L K L 6—Play La Razza Canal, Time Attack Hard
J 7 8 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal
L Q 3 T R K T E—Play Lost Temple Lagoon, Time Attack Hard
A J X Y 8 P 5 3—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats

At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down **L** + **R** + **Right** and press **Z**. After entering the code correctly, all missions and cheats will be immediately unlocked.

WWE: CRUSH HOUR

Secret Character

Press **X, Y, L, X** at any menu screen to unlock Kevin Nash as a playable character.

X-MEN LEGENDS

Unlock Extreme Gear

At the main menu, press **Up, Up, Right, Left, Down, Down, START**. A confirmation message will appear if the code has been entered correctly.

YU-GI-OH!: THE FALSEBOUND KINGDOM

Extra Gold Cheat

While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive 573 Gold. You can keep increasing your Gold by entering the code over and over.

ZAPPER

Infinite Lives

Press **START** to pause the game, then hold **L** and press **Up, Up, Left, Left, Right, Left, Right**. You will see a message to confirm if you've entered the code correctly.

ZATCH BELL! MAMODO BATTLES

Cheat Codes

Enter the following codes at the title screen:
Unlock Zono and Dufort—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**
Unlock Zono's Story Mode—**Up, Up, Down, Down, Left, Right, Left, Right, A, B**
Unlock Passwords
Defeat any 10 opponents in Story Mode and the "Password" option will appear in the "Bonus Mode" menu. Enter any of the following passwords to earn a random reward (points, cards or characters):
C L O A N A V 3 U
T H E C Z B A L L



Xbox tips

50 CENT: BULLETPROOF

Cheat Codes

At any time during the game, press **START** to pause, choose "Options," then select "Enter Codes" from the Codes menu and enter any of the following codes:

ny'sfinesty—Bulletproof cheat (invincibility)
 gotthemratchets—Unlock all weapons
 the hub is broken—Mike mode cheat (more powerful weapons)
 workout—Unlock "Empty'n Clips" Counterkill
 orangejuice—Unlock Action 26 track
 sayhellotomylittlefriend—Unlock "My Buddy" video
 yayyoshome—Unlock "So Seductive" video
 grabballthat50—Unlock all music

AEON FLUX

Cheat Passwords

At any time during gameplay, pause the game and enter the following cheat passwords by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

TANGO ROMEO INDIA ROMEO OSCAR XRAY—God mode
 HOTEL ECHO ALPHA LIMA MIKE ECHO—Restore health
 CHARLIE LIMA OSCAR NOVEMBER ECHO—Unlimited health
 FOXTROT UNIFORM GOLF—Unlimited ammo
 LIMA CHARLIE VICTOR GOLF—Unlimited Power Strikes
 CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO—Free fatalities
 BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO—One-strike kills
 UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO—Unlock action movie

More Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:

BRAVO ALPHA YANKEE OSCAR UNIFORM—Unlock all episodes in "Replay Episode" mode
 PAPA INDIA XRAY ECHO SIERRA—Unlock all slideshows
 MIKE OSCAR VICTOR INDIA ECHO—Unlock Seeds costume
 BRAVO LIMA UNIFORM ROMEO—Unlock War costume
 GOLF ROMEO ALPHA YANKEE—Unlock Fame costume
 JULIET ALPHA CHARLIE KILO ECHO TANGO—Unlock Bomber Jacket costume
 WHISKEY HOTEL INDIA TANGO ECHO—Unlock Mrs. Goodchild costume
 ALPHA ROMEO MIKE SIERRA—Unlock Revelation costume
 CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA—Unlock Freya, Monica Freya, Hostess Judy, Una and Fashion Una costumes

AMPED 2

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

M o c a p M a n—Unlock Mo-Cap Man in Free Ride
 F r o s t B y t e—Unlock Frosty Jack in Free Ride
 G e t O f f M y L a n d—Unlock Hermit Joe in Free Ride
 B u n n y—Unlock Bunny in Free Ride
 G o t e a m Y e t i—Unlock Yeti in Free Ride
 B r o t h e r O f Y e t i—Unlock Bigfoot in Free Ride
 R a d i c a—Unlock '80s Snowboarder in Free Ride
 M e t a l M a m—Unlock Shiny Gal in Free Ride
 Chillin'WSteazy—Unlock Steezy the Penguin in Free Ride
 FunnyBone—Unlock Bones in Free Ride
 AllMyPeeps—Unlock all hidden characters in Free Ride
 ShowRewards—Unlock all rewards in the portfolio
 LowGravity—Cut gravitational force in half
 SuperSpin—Cut angular dampening in half (makes rotations go faster and diminish slower)
 FastMove—Board uphill
 MaxSkills—Give your boarder max. skills in all categories
 NoCollisions—Turn off all feature collisions
 AllIce—Make physics for all terrain types behave like ice
 AllLevels—Unlock all levels
 ShowRewards—Unlock all rewards in the portfolio
 TrickedOut—Unlock all grabs
 DontCrash—Your boarder will not crash (Note: Use this code at your own risk; it might cause errors in the game that can force you to restart)

ARCTIC THUNDER

Secret Codes

Enter any of the following codes at the "Select Game Mode" screen. A special message will appear after entering a correct code.

No drones mode—X, X, Y, Y, White, Black, **START**
 No catchup mode—Y, X, Y, Y, X, **START**
 All random power-up mode—Black, Right Trigger, X, Y, Black, Right Trigger, **START**
 No power-up mode—X, X, Y, X, Right Trigger, X, **START**
 All missile mode—X, X, X, White, Y, **START**
 All grappling hook mode—Y, Y, Left Trigger, Y, Y, White, **START**
 All roost mode—Black, Right Trigger, Left Trigger, White, X, **START**
 All snowbomb mode—Y, Y, Black, Right Trigger, **START**
 All boost mode—Y, Black, Black, Y, Right Trigger, **START**
 Clone mode—White, Left Trigger, Left Trigger, Y, White, Y, **START**

All invisible mode—X, Y, X, Right Trigger, Y, Y, **START**

Super wheelie mode—Y, White, X, Right Trigger, X, Left Trigger, **START**

ARENA FOOTBALL

Cheat Codes

At the main menu, press the Y button to call up the Choose Active Profile menu, then select "Create New Profile" or use the "Rename Profile" option to create a profile with one of the following names. When playing with that profile, the corresponding cheat will be active. Be sure to enter the capital/lowercase letters and spaces as shown. Note: The effects of these codes can only be seen in Quick Play mode.

IronMen—All players' stats maxed out at 99
 SPMAHC—Unlock All-Star Champs team
 LFAOPEN—Unlock all teams
 Run Me—While on offense, only running plays can be selected
 Pass Me—While on offense, only passing plays can be selected
 Kick Me—While on offense, only special-teams plays can be selected

AZURIK: RISE OF PERATHIA

Invincibility

At any time during gameplay, quickly press X, Black, White, Right Trigger + Left Trigger, then press in the Right Thumbstick + Left Thumbstick simultaneously.

Refill Health + Power

At any time during gameplay, quickly enter the following code: Hold Left, rotate the Right Thumbstick counter-clockwise from Right to Up to Left, then press A, X.

Big Heads

At any time during gameplay, quickly press in the Right Thumbstick, then R, Down, Up, A.

Big Afro

At any time during gameplay, enter the following code quickly: Press Down, Right, then Black + White simultaneously, press in the Right Thumbstick, press in the Left Thumbstick, then simultaneously point the Left Thumbstick to the Right and the Right Thumbstick to the Left, then press B, Y.

Save Anywhere

At any time during gameplay, quickly press White, Up, Down, A, B, then press in the Right Thumbstick. After entering the code correctly, your game will be saved immediately, whether you are at a save point or not.

Adjust Camera

At any time during gameplay, quickly press Right Trigger, Down, Up, Down, Up, then press in the Right Thumbstick, then press in the Left Thumbstick. Now you can use the controller to freely adjust the camera's position and orientation. The Left Trigger and Right Trigger adjust the height of the camera. Press Back to return to controlling your character.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold Left Trigger + Right Trigger and enter any of the following codes:

Full health and mana—Left, Left, Right, Right, Up, Down, Up, Down
 Can't be struck—Left, Right, Left, Right, Up, Down, Up, Down
 Can't be hurt—Right, Left, Right, Left, Up, Down, Up, Down
 Damage x 100—Up, Down, Up, Down, Left, Right, Left, Right
 10,000 silver pieces and 100 adderstones—Up, Down, Down, Left, Right, Left, Right
 Unlock all levels—Right, Right, Left, Left, Up, Down, Up, Down

BATMAN: RISE OF SIN TZU

Cheat Codes

At the main title screen (when the words "Press Start" appear), hold Left Trigger + Right Trigger and enter any of the following codes. A confirmation message will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.

Unlimited health—Up, Right, Up, Left, Down, Left, Down, Right
 Unlimited combo meter—Left, Right, Down, Up, Up, Down, Right, Left
 All upgrades—Down, Up, Down, Left, Down, Right, Up, Down
 All end-game rewards—Left, Down, Left, Right, Left, Left, Down, Right
 Dark Knight difficulty level—Right, Up, Up, Right, Left, Down, Right, Up

BATTLEFIELD 2: MODERN COMBAT

Earn All Weapons

At any time during gameplay, hold Black + White and press Right, Right, Down, Up, Left, Left.

BLACK

Start with M249 Machine Gun

Select "Options" from the main menu, then choose "Profile." Select "New" and enter SSQ-STHA-2FFV-7XEV as your profile name (be sure to include the dashes). After entering this code, you will be prompted to enter another profile name; choose any name you wish and start a new game to begin with the M249.

BLITZ: THE LEAGUE

Cheat Passwords

Choose "Extras" from the main menu, then select "Codes" and enter the following codes. The cheats can then be toggled on or off in the "Game Options" section under Quick Play.

O N F I R E—Ball trail always on
 B O U N C Y—Beach ball
 P I P P E D—Double unleash icons
 N O T T I R E D—Stamina Off



TIPS

AMPED 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

Unlock all mountains—X, Y, Up, Left, LB, LB, RT, X, Y, LT
 Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X
 Unlock all tricks—LB, RT, Y, Up, Down, X, LT, Left, RB, RT
 Unlock all challenges—Right, LB, LT, X, Left, RB, RT, Y, LT, X
 Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y
 Unlock all build objects—LT, RT, Up, Up, RB, Left, Right, X, Y, LB
 Unlock all music—Up, Left, RT, RB, RT, Up, Down, Left, Y, LT
 Unlock all clothing, gear, costumes and awesomeness—Y, Down, Up, Left, Right, LB, Right, RT, RT, RB
 Unlock all awesomeness ranks—RB, RB, Down, Left, Up, RT, X, RB, X, X

Awesomeness always on—Up, RT, X, Y, LB, X, Down, LB, RT, RB

Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down

No computer-controlled boarders/skiers—X, X, LB, Down, Right, Right, Up, Y, Y, LT
 Super spins—X, X, X, X, Y, Y, X, X

BATTLEFIELD 2: MODERN COMBAT

Earn All Weapons

At any time during gameplay, hold LB + RB and press Right, Right, Down, Up, Left, Left.

BLAZING ANGELS: SQUADRONS OF WWII

Main Menu Cheat

At the main menu, hold LT + RT and press X, LB, RB, Y, Y, RB, LB, X to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold LT and press X, Y, Y, X, release LT, then hold RT and press Y, X, X, Y

Increase damage—Hold LT and press LB, LB, RB, release LT, then hold RT and press RB, RB, LB

CALL OF DUTY 2

Unlock All Levels

Choose "Mission Select" from the main menu. At the "Select Next Mission" screen, hold LB + RB and press Left, Left, Right, Right, Y, Y. You'll hear a sound to confirm the code and all of the levels will be unlocked.

RIGHT NIGHT: ROUND 3

Unlock All Venues in Free Play Mode

Select "Create Champ" at the main menu; then, under the "First Name" tab in the "Creat Champ Info" section, enter NEWVIEW as your character's first name.

NBA 2K6

Cheat Passwords

Enter the following codes by accessing the "Codes" option from the Features menu:

ballers—Unlock Celebrity Street Option
 nba2k6—Unlock 2K6 Team
 2kpsports—Unlock 2K Sports team
 vcteam—Unlock VC team
 31andonly—Unlock 2005-06 Pacers uniform
 bos 2nd—Unlock Celtics Secondary uniform

cle 2nd—Unlock Cavaliers Secondary uniform
 det 2nd—Unlock Pistons Secondary uniform
 sac 2nd—Unlock Kings Secondary uniform
 den 2nd—Unlock Nuggets Secondary uniform

chi retro—Unlock Bulls Retro uniform
 hou retro—Unlock Rockets Retro uniform
 lac retro—Unlock Clippers Retro uniform
 mem retro—Unlock Grizzlies Retro uniform

mia retro—Unlock Wizards Retro uniform
 nj retro—Unlock Nets Retro uniform
 no retro—Unlock Hornets Retro uniform

ny retro—Unlock Knicks Retro uniform
 orl retro—Unlock Magic Retro uniform
 phx retro—Unlock Suns Retro uniform

sea retro—Unlock Sonics Retro uniform
 was retro—Unlock Wizards Retro uniform
 kobe—Unlock Nike Zoom Kobe 1 shoes

crazylift—Unlock Nike Shox MTX shoes
 lebronsummerkicks—Unlock Nike Zoom 20-5-5s
 anklebreakers—Unlock Nike Up Tempo Pros

PowerBar Cheat Codes
 Enter the following codes at the PowerBar vending machine inside the Crib:

lockdown—Unlock +10 Defensive Awareness cheat
 geta clue—Unlock +10 Offensive Awareness cheat

noinjury—Unlock Max Durability cheat

C L A S H Y—Super Clash
B I G D O G S—Super unleash clash
C H U W A Y—Two-player co-op

BRUCE LEE: QUEST OF THE DRAGON

Cheat Codes
Enter any of the following codes at any time during gameplay:
Invincibility—A, B, B, X, Right Trigger, Black, Right Thumbstick
Nine lives—White, Right Thumbstick, Left Thumbstick, Back, Left Trigger, Right Trigger, Left Thumbstick
999 coins—X, B, Black, Black, A, Right Thumbstick, Left Thumbstick
999 tokens—Y, B, A, X, Y, Left Trigger, Right Thumbstick

Bruce Challenges

At the title screen, when the words "Press Start" appear, press X, Y, X, Y, X, Y, Y, Left Thumbstick, Right Thumbstick. The "Bruce Challenges" option will be unlocked at the main menu.

BURNOUT: REVENGE

Saved Game Data Bonus Vehicles

If you have a *Burnout 3: Takedown* save file on your Xbox hard drive when creating a profile in *Burnout: Revenge*, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a *Madden NFL 06* save file, you'll unlock the Madden Challenge Bus.

CALL OF DUTY 2: BIG RED ONE

Unlock All Stages

Choose "Single Player" from the main menu and select the "Chapter Select" option. When the Chapter Select menu appears, hold L + R and press Up, Up, Down, Down, Left, Left, Right, Right, X, Right, X to unlock all of the chapters.

CAPCOM CLASSICS COLLECTION

Unlock All Extras and More

At the title screen, press Left Trigger, Right Trigger, Up on the right analog stick, Down on the right analog stick, Left Trigger, Right Trigger, Up on the D-pad, Down on the D-pad. A message will appear to confirm that you have unlocked all of the Extras in the game. This code also allows you to select any weapon in *Ghosts 'n Goblins*, *Ghouls 'n Ghosts* and *Super Ghouls 'n Ghosts* by pressing Right or Left on the right analog stick during the game.

THE CHRONICLES OF NARNIA

THE LION, THE WITCH AND THE WARDROBE

Unlock All Levels

At the level select menu (i.e. while looking at the Wardrobe), hold Left Trigger and press Up, Up, Right, Right, Up, Right, Down to open all the levels.

Unlock All Bonus Content

Choose "Bonus Content" from the level select (Wardrobe) menu. When the Bonus Items menu appears, hold Left Trigger and press Down, Down, Right, Right, Down, Right, Up to unlock all the bonuses.

Cheat Codes

At the main title screen—where the words "Please Press START to Begin" are flashing—hold Left Trigger + Right Trigger and press Down, Down, Right, Up. (Note: You may have to start a game and exit before the main title screen will appear) The flashing text will turn

green when you enter the code correctly. Now you can enter any of the following cheats at any time during gameplay:

Refill health—Hold Left Trigger and press Down, Left, Left, Right
Refill energy—Hold Left Trigger and press Up, Up, Right, Up
Invincibility—Hold Left Trigger and press Down, Up, Down, Right, Right
Get 10,000 Coins—Hold Left Trigger and press Down, Left, Right, Down, Down
Unlock all special abilities—Hold Left Trigger and press Down, Left, Right, Left, Up
Skip to the end of the current level—Hold Left Trigger and press Down, Left, Down, Left, Down, Right, Down, Right, Up

CONFLICT: GLOBAL TERROR

Unlock Cheat Menu

At the title screen, press Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, White, Black, X. A confirmation message will appear if you have entered the code correctly, and a new "Cheats" option will be added to the main menu, allowing you to select any level and toggle infinite ammo and infinite saves on or off.

CRIMSON SKIES: HIGH ROAD TO REVENGE

Cheat Codes

Enter the following codes at any time during gameplay:
Invincibility—Y, A, X, B, Black
Unlock all planes in hangar—Y, X, B, Y, Black
\$5,000—A, Y, A, Y, Black
Increase damage per shot to 1,000—B, X, A, B, Black
Increase Difficulty—X, B, A, X, Black

DARK SUMMIT

Secret Codes

Enter the following codes at any of the pre-game menu screens or the pause menu. You'll hear a chime to confirm each correct code:
9,100,000 lift points and equipment points—Hold BACK + START, press Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, A
All characters unlocked—Hold BACK + START, press Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, B
All challenges completed—Hold BACK + START, press Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, Y
Shoot barrels by pressing Right Trigger—Hold BACK + START, press Y, X, B, Right Trigger
Slow-motion effect (press Left Trigger + Right Trigger while in the air)—Hold BACK + START, press Y, X, B, Left Trigger

DEF JAM: FIGHT FOR NY

Cheat Passwords

Choose "Extras" from the main menu, then select the "Cheats" option and enter the following codes:
D U C K E T S—100 Reward Points
C R O O K L Y N—100 Reward Points
T H E S O U R C E—100 Reward Points
G E T S T U F F—100 Reward Points
N E W J A C K—100 Reward Points
L O Y A L T Y—Unlock "Afterhours" song by Niyne
M I L I T A I N—Unlock "Anything Goes" song by C-N-N
B I G B O I—Unlock "Bust" song by OutKast
C H O P P E R—Unlock "Blindside" song by Baxter
C H O C O C I T Y—Unlock "Comp" song by Comp

only the T should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

PETER JACKSON'S KING KONG

THE OFFICIAL GAME OF THE MOVIE

Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold LB + RB + LT + RT, press Down, Up, Y, X, Down, Down, Y, Y, then release LB + RB + LT + RT. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: The "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.
8wonder—Invincibility (Jack only)
GrosBras—One-shot kills
KK 999 mun—Unlimited ammo
lance 1nf—Unlimited spears
KKst0ry—Unlock all chapters

A K I R A—Unlock "Dragon House" song by Chiang
P L A T I N U M B—Unlock "Get it Now" song by Bless
G H O S T S H E L L—Unlock "Koto" song by Chiang
G O N B E T R U B L—Unlock "Lil' Bro" song by Ric-A-Che
K I R K J O N E S—Unlock "Man Up" song by Sticky Fingaz
R E S P E C T—Unlock "Move" song by Public Enemy
P O W E R—Unlock "O.G. Original Gangster" song by Ice T
U L T R A M A G—Unlock "Poppa Large" song by Ultramagnetic MC's
S I E Z E—Unlock "Seize the Day" song by Bless
C A R T A G E N A—Unlock "Take a Look at My Life" song by Fat Joe
P U M P—Unlock "Walk with Me" song by Joe Budden

DESTROY ALL HUMANS!

Cheat Codes

At any time during gameplay, press START to pause, then enter any of the following codes at the pause menu:
Bulletproof Crypto—Hold Left Trigger, press X, Y, Left, Left, Y, X
Infinite Concentration—Hold Left Trigger, press Black, White, Y, Right, White, Y
Infinite ammo and Concentration—Hold Left Trigger, press Left, Y, White, Right, Black, X
Increase Alert Meter—Hold Left Trigger, press Right, X, White, Black, Right, White
Reduce Threat level to "None"—Hold Left Trigger, press White, Right, White, Black, X, Right
More Cheat Codes
Enter any of the following codes at the mother ship hub screen (where the Archives, Hangar, Options and Pox's Lab menu items are):
Early Upgrades—Hold Left Trigger, press X, Y, Left, Left, Y, X
Earn 1,337 DNA—Hold Left Trigger, press Black, Black, White, White, Left, Right, Left, Right, White, Black

DOOM 3

Cheat Codes

At any time during gameplay (not while paused), enter the following codes:
Invincibility—Hold Left Trigger and press X, Y, B, A
Skip the current level—Hold Left Trigger and press B, A, X, Y

DRIVER: PARALLEL LINES

Cheat Passwords

At any time during gameplay, press START to pause the game, choose "Settings" from the pause menu, then select "Cheats" and enter any of the following passwords:
R O L L B A R—Indestructible cars
G U N B E L T—Infinite ammo
Z O O M Z O O M—Infinite nitro
I R O N M A N—Invincibility
K E Y S T O N E—Weak cop cars
T O O L E D U P—Zero cost
G U N R A N G E—All weapons
C A R S H O W—All vehicles

ELDER SCROLLS III: MORROWIND

Cheat Codes

During gameplay, press B to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats:

KKmuseum—Unlock all video options and "Extras" menu items
KKtigon—Equip pistol
KKcapone—Equip machine gun
KKsn1per—Equip sniper rifle

QUAKE 4

Cheat Codes

At any time during gameplay, press BACK and enter any of the following codes when the Objectives window appears. Be quick, though, because the game doesn't pause and you're vulnerable to attack.
Full health—B, A, B, A, Up, Down, X
Health meter never goes below 1 (falling will still kill you)—Down, Up, Down, Down, Up, Right, Left, Right, Y, X, X, A
Unlock all weapons, earn 100% health and 100% armor—Up, Up, Down, Down, Left, Right, Left, Right, B, A

TIGER WOODS PGA TOUR 06

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:
i s i n t h e g a m e—Unlock all golfers
e y e c a n d y—Unlock all courses

Restore Health—Select "Health" in the Stats menu and press Black, White, Black, Black, Black. Press and hold the A button to restore health level.

Restore Magicka—Select "Magicka" in the Stats menu and press Black, White, White, Black, White. Press and hold the A button to restore Magicka level.

Restore Fatigue—Select "Fatigue" in the Stats menu and press Black, Black, White, White, Black. Press and hold the A button to restore Fatigue level.

ENTER THE MATRIX

Cheat Codes

Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly:

0 0 3 4 A F F—All weapons unlocked
1 D D 2 5 5 6—Infinite ammo
6 9 E 5 D 9 E 4—Infinite Focus
7 F 4 D F 4 5 1—Infinite health
1 3 D 2 C 7 7 F—Unlock Bonus Test Level
F F F F F F 1—Invisibility (enemies can't see you)
D 5 C 5 D 1 E—Multiplayer Fighting
7 6 7 F 4 4 3—Faster Logos Flight Speed

FANTASTIC 4

Cheat Codes

Enter any of the following codes at the main menu:
Unlock Hell bonus level in the Bonus menu—Right, Right, X, B, Left, Up, Down
Unlock Barge Arena in Survival Mode and Stan Lee Interview #1 in Unlockables—X, B, X, Down, Down, B, Up
Infinite Cosmic Power—Up, X, X, X, Left, Right, B (note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

FIGHT NIGHT: ROUND 3

Cheat Code

Choose "Create Champ" from the main menu. Under the "First Name" tab in the "Create Champ Info" section, enter NEWVIEW as your character's first name to unlock all venues in Free Play mode.

FINDING NEMO

Level Select

At the main menu, press Y, Y, Y, X, X, B, X, Y, B, X, X, Y, X, Y, B, Y, Y. The word "Cheat" will appear on the screen to confirm. A new "Cheat" option will appear if you pause the game between levels; select "Open Levels" and turn it "on" to unlock all of the levels.

FLATOUT

Cheat Codes

When creating a new profile, enter one of the following cheat codes at the name entry screen. When entered correctly, the cheat code will disappear, allowing you to enter another code or your name.

TOM CLANCY'S GHOST RECON

ADVANCED WARRIOR

Unlock All Missions in Campaign Mode

Choose "Missions" from the Campaign menu. At the Missions menu, hold LT + RT + BACK and press Y, RB, Y, RB, X.

Cheat Codes

At any time during gameplay, pause the game, then hold LT + RT + BACK and enter any of the following codes:
Invincibility—Y, Y, X, RB, X, LB
Team invincibility—X, X, Y, RB, Y, LB
Infinite ammo—RB, RB, LB, X, LB, Y
Restore Mitchell's health—LB, LB, RB, X, RB, Y

TONY HAWK'S AMERICAN WASTELAND

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.
g r i n d X p e r t—Perfect rail balance
h i t c h a r d e—Perfect skitch balance
2 w h e e l s—Perfect manual balance
t h e _ c o n d o r—Unlock Mat Hoffman

ngmax—Unlock Unlimited Stamina cheat
pbink—Unlock PowerBar tattoo in the Create Player mode

NEED FOR SPEED: MOST WANTED

Cheat Codes

Enter the following codes at the title screen. A confirmation message will appear each time you enter a code correctly.
Unlock the Castrol SYNTEC version of the Ford GT—Left, Right, Left, Right, Up, Down, Up, Down
Unlock the Junkman engine in the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Down
Unlock a Marker in the Backroom of the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Down
Unlock the Burger King Race in the Challenge Series—Up, Down, Up, Down, Left, Right, Left, Right

NHL 2K6

Cheat Code

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use LT or RT to select a free slot, then select "Create New Profile" and enter the name "Turco813" (note:



GIVE CASH—Start with \$40,000
GIVE ALL—Unlock all cars and races
RAGDOLL—Throw driver at any time by pressing the Gear Up button

FUTURAMA

Cheat Codes

Enter any of the following codes at any time during gameplay (not while paused):

Invincibility—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, Y, BACK

Max. ammo—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press B, hold Right Trigger, press BACK

Max. Special Move charges—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press X, Y, hold Right Trigger, press BACK

Extra lives—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press A, hold Right Trigger, press BACK

Refill health meter—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press Y, hold Right Trigger, press BACK

Unlock all movies, music and gallery pictures—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, B, BACK

FUZZEE FEVER (Xbox Live Arcade)

Unlock All Levels

At the Select Mode screen, highlight "Puzzle" and press Left Trigger, Up, Down, Right Trigger, X. Note: Using this cheat disables the ability to save games.

Bonus Levels

To unlock the bonus level in each stage, select your set, then press Right Trigger, X, Y, Down, Right Trigger. Note: You will still need to complete all of the levels in each set in order to access the bonus level.

THE GODFATHER: THE GAME

Cheat Codes

At any time during gameplay, press START to pause the game and enter any of the following codes at the pause menu:

Refill health—Left, X, Right, Y, Right, Left Thumbstick

Refill ammunition—Y, Left, Y, Right, X, Right Thumbstick

Earn \$5,000—X, Y, X, X, Y, Left Thumbstick

Unlock All Movies in the Film Archive

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press Y, X, Y, X, X, Left Thumbstick. You'll hear a sound to confirm that the movies have been unlocked.

GODZILLA: DESTROY ALL MONSTERS MELEE

Cheat Codes

At the main menu, carefully enter the following code in the exact order described: Hold Left Trigger, then B, then Right Trigger, then release B, release Right Trigger, then release Left Trigger. The "Cheat Code" screen will appear; now you can enter any of the following codes:

863768—Unlock all cities and monsters

569428—Invincibility

154974—Smaller monsters

962129—Gallery items

659672—Player 1 invisibility

451129—Indestructible buildings

248165—Throw any building or object (press X + A when close to a highlighted building or object)

339223—Ending credits

097401—Display game version number at Option menu

GOLDENEYE: ROGUE AGENT

"Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down, Up, Left

Unlock One Life mode—Left, Down, Up, Right, Up, Right, Left, Down

Paintball mode (multiplayer)—Right, Left, Right, Left, Down, Down, Up, Up

Unlock all skins (multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up

Turn off GoldenEye powers (multiplayer)—Up, Up, Down, Left, Right, Right, Left, Down

Pause Menu Codes

At any time during the game, press START to pause, then enter any of the following codes at the Pause menu:

Full health and armor—Right Trigger, Right Trigger, Black, White, Black, Right Trigger, Left Trigger, Black

Unlock all GoldenEye powers—Left Trigger, Left Trigger, Black, Black, Right Trigger, Black, Left Trigger, White

Full GoldenEye power—Left Trigger, Right Trigger, Left Trigger, White, White, Black, Right Trigger, White

GRAND THEFT AUTO III

Secret Codes

Enter the following cheat codes at any time during the game (but not while paused):

100 Health—Black, Black, Left Trigger, Right Trigger, Left, Down, Right, Up, Left, Down, Right, Up

100 Armor—Black, Black, Left Trigger, White, Left, Down, Right, Up, Left, Down, Right, Up

All weapons—Black, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

\$250,000—Black, Black, Left Trigger, Left Trigger, Left, Down, Right, Up, Left, Down, Right, Up

"Wanted" level 0—Black, Black, Left Trigger, Black, Up, Down, Up, Down, Up, Down

GRAND THEFT AUTO: SAN ANDREAS

Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused):

Full health, body armor and \$250,000, repair damage to current vehicle—Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up

Weapons Set 1—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

Weapons Set 2—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left

Weapons Set 3—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down

Unlimited ammunition—Left Trigger, Right Trigger, X, Right Trigger, Left, Black, Right Trigger, Left, X, Down, Left Trigger, Left Trigger

"Wanted" level 0—Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Up, Down

Lock "Wanted" level at the current number of stars—B, Right, B, Right, Left, X, Y, Up

Infinite lung capacity (never drown)—Down, Left, Left Trigger, Down, Down, Black, Down, White, Down

CJ never gets hungry—X, White, Right Trigger, Y, Up, X, White, Up, A

Maximum weapon skills—Down, X, A, Left, Right Trigger, Black, Left, Down, Down, Left Trigger, Left Trigger, Left Trigger

Maximum vehicle skills—X, White, A, Right Trigger, White, White, Left, Right Trigger, Right, Left Trigger, Left Trigger, Left Trigger

Maximum respect—Left Trigger, Right Trigger, Y, Down, Black, A, Left Trigger, Up, White, White, Left Trigger, Left Trigger

Maximum stamina—Up, A, Y, A, Y, A, X, Black, Right

Maximum muscle—Y, Up, Up, Left, Right, X, B, Left

Maximum fat—Y, Up, Up, Left, Right, X, B, Down

Minimum muscle and fat—Y, Up, Up, Left, Right, X, B, Right

Maximum sex appeal—B, Y, Y, Up, B, Right Trigger, White, Up, Y, Left Trigger, Left Trigger, Left Trigger

Jetpack appears—Left, Right, Left Trigger, White, Right Trigger, Black, Up, Down, Left, Right

Parachute appears—Left, Right, Left Trigger, White, Right Trigger, Black, Black, Up, Down, Right, Left Trigger (press B to open the parachute when falling)

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused):

100 Health—Right Trigger, Black, Left Trigger, B, Left, Down, Right, Up, Left, Down, Right, Up

100 Armor—Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up

All normal weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

All medium weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left

All powerful weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down

"Wanted" level 0—Right Trigger, Right Trigger,

B, Black, Up, Down, Up, Down, Up, Down

Nearest pedestrian gets in your vehicle—B, Right, Up, Left Trigger, X, Right Trigger (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)

GUNMETAL

Unlock All Missions & Weapons

At the "Select Mission" screen, quickly press Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available.

HUNTER: THE RECKONING—REDEEMER

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Restore health—B, B, White, White, White

Skip the current level—Black, Left Trigger, Black, Left Trigger, Up, Down, Up, Down

Unlock Werewolf/increase Conviction skill—Y, Y, Y, Y, Up, Down, Up, Down

Unlock all Special Features—X, B, X, B, Up, Up, Down, Down

THE INCREDIBLE HULK

ULTIMATE DESTRUCTION

Cheat Codes

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes, if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.

RETR0—Play the game in black & white

H1ST0RY—Play the game in sepia

SMA\$H5—Smash Point Bonus—5,000

SMA\$H10—Smash Point Bonus—10,000

SMA\$H15—Smash Point Bonus—15,000

B R I N G I T—Doubles the value of all health collectibles

C A B B I E S—All ambient vehicles are taxis

O C A N A D A—Character: Canadian Flag Shorts

A U S S I E—Character: Australian Flag Shorts

A M E R I C A—Character: American Flag Shorts

F S H N C H P—Character: UK Flag Shorts

D R A P E A U—Character: French Flag Shorts

D E U T S C H—Character: German Flag Shorts

M U T A N D A—Character: Italian Flag Shorts

B A N D E R A—Character: Spanish Flag Shorts

F U R A G G U—Character: Japanese Flag Shorts

The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.

D E S T R O Y—Doubles Hulk's damage values

F R O G G I E—Doubles the speed of traffic and makes it more aggressive

P I L L O W S—Low gravity

C H Z G U N—Replaces all missiles in the Badlands with cows

T R A N S I T—Replace all traffic with buses

K I N G K N G—Replaces all lamppost props with inflatable gorillas

S U I T F I T—Character: Joe Fixit

C L A S S I C—Character: Classic Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)

V I L L A I N—Character: Abomination 1 (Note: This cheat will not work until you have finished the game)

There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

THE INCREDIBLES: RISE OF THE UNDERMINER

Cheat Passwords

At any time during gameplay, pause the game and choose the "Menu" option, then select "Secrets" and enter any of the following passwords:

LEVELOCKSMITH—Unlock all missions

SHOWME—Unlock all Gallery items

MRIPROF—Earn 1,000 XP for Mr. Incredible

ROZPROF—Earn 1,000 XP for Frozone

MRI M A S T E R—Maximum level and all upgrades for Mr. Incredible

R O Z M A S T E R—Maximum level and all upgrades for Frozone

M R I B O O M—Earn one Super Move for Mr. Incredible

F R O Z B O O M—Earn one Super Move for Frozone

W H Y M U S T W E F I G H T—Infinite Super Moves

T H I S I S T O O E A S Y—Enemies inflict more damage

T H I S I S T O O H A R D—Enemies inflict less damage

E G O P R O B L E M—Big heads

H E A D R O O M—Tiny heads

I N A H U R R Y—Speed up gameplay

M A X I M I L L I O N—Earn double XP

R O L L C A L L—Show credits

S H A M E L E S S—Show Heavy Iron Studios logo video

JUICED

Cheat Code

Select "Extras" from the main menu, then select "Cheats." Enter the code "PINT" to unlock all cars and tracks in Custom Mode and all cars and Series races in Arcade Mode.

Enable Progressive Scan Mode

At the "Warning" screen, press and hold A + B + X + Y for one second. You will be taken to a screen where you will be able to enable progressive scan mode.

KELLY SLATER'S PRO SURFER

Secret Codes

From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:

7145558092—Mega cheat

6195554141—All boards

3285554497—All levels

9495556799—All surfers

7025552918—All suits

6265554043—All tricks

2125551776—Max stats

2135555721—Perfect balance

2175550217—High jumps

8775553825—1st-person view

8185551447—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, quickly press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear to confirm the code.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Secret Codes

At any time during gameplay, quickly enter any of the following codes. A message will appear on the screen upon entering a correct code.

Y, A, X, B, A, Y—Infinite health

X, B, Y, A, X, B—Infinite ammunition

Y, B, A, B, Y, X—Infinite Ring use

THE LORD OF THE RINGS

THE RETURN OF THE KING

Increase Experience

At any time during the game, press START to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points:

Aragorn—Hold Left Trigger + Right Trigger, press Up, X, Y, A

Frodo—Hold Left Trigger + Right Trigger, press Down, Y, Up, Down

Gandalf—Hold Left Trigger + Right Trigger, press B, Y, Up, Down

Gimli—Hold Left Trigger + Right Trigger, press B, B, Y, A

Legolas—Hold Left Trigger + Right Trigger, press A, Y, Up, A

Sam—Hold Left Trigger + Right Trigger, press Y, A, Down, A

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.

Restore health—Hold Left Trigger + Right Trigger and press Y, Down, A, Up

Restore missiles—Hold Left Trigger + Right Trigger and press A, Down, Y, Up

All Level 2 upgrades—Hold Left Trigger + Right Trigger and press B, Right, B, Right

All Level 4 upgrades—Hold Left Trigger + Right Trigger and press Y, Up, Y, Up

All Level 6 upgrades—Hold Left Trigger + Right Trigger and press X, Left, X, Left

All Level 8 upgrades—Hold Left Trigger + Right Trigger and press A, A, Down, Down

1,000 upgrade points—Hold Left Trigger + Right Trigger and press A, Down, Down, Down

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes

option will be unlocked and you'll be able to use the following cheats:

Always devastating—Hold Left Trigger + Right Trigger and press X, X, B, B
Small enemies—Hold Left Trigger + Right Trigger and press Y, Y, A, A
Slow motion—Hold Left Trigger + Right Trigger and press Y, B, A, X
Infinite missiles—Hold Left Trigger + Right Trigger and press X, B, A, Y
All upgrades—Hold Left Trigger + Right Trigger and press Y, B, Y, B
Invulnerable—Hold Left Trigger + Right Trigger and press Y, X, A, B

MACE GRIFFIN: BOUNTY HUNTER

Cheat Codes

At any time during gameplay, equip the Electro-Cosh weapon, then enter any of the following codes. You must enter the codes quickly or they may not register. A message will appear in the corner of the screen to confirm each code:

Invincibility—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y
Unlimited ammunition—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X
Double damage—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y
One-hit kills—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A
Auto focus—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A
Big head—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B
Floating camera—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X (Note: After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

MAJOR LEAGUE BASEBALL 2K6

Cheat Passwords

Choose "My 2K6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:

Last Chance—Fielders can scale any wall
Crazy Hops—Balls spring off the ground higher than normal
Gotcha—Enhanced throwing power for fielders
Unhittable—Pitches curve and break in a dramatic fashion
Looking Good—Unlock all classic jerseys
Home Sweet Home—Unlock all classic stadiums
Ghosts of Greatness—Unlock all classic teams
Dream Team—Unlock Topps 2K Sports team
Game On—Unlock all extras
Black Sox—Unlock all cheats
Derek Jeter—Unlock everything

MARC ECKO'S GETTING UP CONTENTS UNDER PRESSURE

Cheat Passwords

At the "Game Information" screen, choose "Options," then select "Codes" and enter any of the following passwords:

B A B Y L O N T R U S T—Max. health meter
V A N C E D A L L I S T E R—Max. skills meter
M A R C U S E C K O S—Infinite health
F L I P T H E S C R I P T—Infinite skill
I P U L A T O R—Unlock all levels
D E X T E R C R O W L E Y—Unlock all movies
S I R U L L Y—Unlock all concept art
D O G T A G S—Unlock all combat upgrades
S H A R D S O F G L A S S—Unlock all Black Book graffiti and truth pieces
W O R K B I T C H E S—Unlock all Beat Down arenas
S T A T E Y O U R N A M E—Unlock all Beat Down characters
G R A N D M A C E L I A—Unlock all iPod songs
N I N E S I X—Unlock all legends

MARVEL NEMESIS: RISE OF THE IMPERFECTS

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. Note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.

S A V A G E L A N D—Unlock all Fantastic Four comics
N Z O N E—Unlock all Tomorrow People comics
T H E H A N D—Unlock Elektra bonus swimsuit card
R E I K O—Unlock Solara bonus swimsuit card
M O N R O E—Unlock Storm bonus swimsuit card

MAX PAYNE

Cheats Menu

At the main menu, press and hold Left Trigger + Right Trigger + Left Thumbstick + Right Thumbstick, then press White, Black, Black, White, White, Black. A message will appear to confirm the code.

MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock All Levels and Game Modes

At any time during gameplay (not while paused), press X, X, X, A, Left, Right, Left, Right, X, X, X, A, Left, Right, Left, Right. You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked.

MAXIMUM CHASE

Codes

Choose "Option" from the main menu, then select "Cheat Code" and enter any of the following codes:

B 6 F C—Alternate color graphics
9 D E 5—Black & white graphics
A 8 D 7—High-contrast black & white graphics

MEGA MAN ANNIVERSARY COLLECTION

Mega Man 2 Password

A5, B2, B4, C1, C3, C5, D4, D5, E2—Start at Dr. Wily's Castle with all weapons, items and four energy tanks

Mega Man 3 Password

A1 blue, A3 blue, B2 blue, B5 blue, D3 blue, F4 blue, A6 red, E1 red—Start at Dr. Wily's Castle with all weapons, items and nine energy tanks

Mega Man 4 Password

A1, A4, B5, E2, F1, F3—Start at Cossack's Castle with all weapons and items

Mega Man 5 Password

B4 blue, D6 blue, F1 blue, C1 red, D4 red, F6 red—Start at Dr. Wily's Lair with all weapons and items

Mega Man 6 Password

B6, D4, F2, F4, F6—Start at Mr. X's Castle with all weapons, items and nine Energy Tanks

Mega Man 7 Password

1415 5585 7823 6251—Start at the last stage of Dr. Wily's Castle with all weapons and items, power-ups and four energy tanks
Mega Man 7: Secret Battle Game
Enter the password listed above for Mega Man 7, but hold X + B while you press START to confirm. You will enter a secret two-player battle game.

MERCENARIES

Cheat Codes

At any time during gameplay, press BACK to bring up the PDA, then press Right Trigger to scroll over to the "Factions" screen, where you can enter any of the following codes:

Invincibility—Up, Down, Up, Down, Left, Right, Left, Right
Infinite ammo—Right, Left, Right, Right, Left, Right, Left, Left
Add \$1,000,000—Right, Down, Left, Up, Up, Left, Down, Right
Unlock all shop items—Down, Down, Down, Down, Up, Left, Right, Right
Reset all factions to "Neutral"—Up, Up, Up, Up, Down, Down, Right, Left
Unlock all "unlockables" cheats—Right, Right, Left, Left, Up, Up, Down, Down, Up, Right, Left, Down, Down, Left, Right, Up, Down, Up, Up, Left, Left, Right, Right
Note: The codes listed below will only work after entering the "Unlock all 'unlockables' cheats" code shown above.

Play as Indiana Jones—Left, Left, Right, Right, Up, Up, Down, Down
Play as Han Solo—Left, Left, Right, Right, Up, Down, Up, Up

MIDTOWN MADNESS 3

Unlock All Vehicles

At the main menu, click the Left Thumbstick and continue to hold it in while you enter the following code: Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger. If you've entered it correctly, all of the vehicles will be unlocked.

MIKE TYSON HEAVYWEIGHT BOXING

Secret Codes

At the title screen—when the words "PRESS START BUTTON" appear—quickly enter any of the following codes. When you press the last button in any code, hold it down until a confirmation message appears on the screen.

Unlock all modes and boxers—X, B, Left Trigger, Right Trigger
Big head mode—X, B, Up, Down
Small head mode—X, B, Down, Up
Two-dimensional mode—Down, Up, B, X

MORTAL KOMBAT: SHAOLIN MONKS

Cheat Codes

Enter any of the following codes at the main menu (where it says "Single Player," "Ko-op" etc.):

Unlock Scorpion in all game modes—Hold White and press X, Up, Left Trigger, Right Trigger, Left, Right, X
Unlock Sub-Zero in all game modes—Hold White and press X, Down, Up, Left Trigger, Left Trigger, Up, X
Unlock Mortal Kombat II at the Kontent menu—Hold White and press X, Up, Down, Right, Left, Black, X

MVP 06 NCAA BASEBALL

Unlock Challenge Items in Dynasty Mode

Choose "Team Management" from the Dynasty Home menu, then select "Create/Edit Player." Create a player using the case-sensitive first and last names below and add him to your team to unlock the corresponding Challenge Items:

PETER TRENOUTH—Unlock all One-Star Sponsor items and first Alumni Facility

TREY SMITH—Unlock all One- and Two-Star Sponsors, unlock first and second Alumni Facilities

CHRIS CHUNG—Unlock all One-, Two- and Three-Star Sponsor items, unlock first, second and third Alumni Facilities

FEDERICO RAHAL—Unlock all One-, Two-, Three- and Four-Star Sponsor items, unlock all Alumni Facilities

DEE JAY RANDALL—Unlock all Sponsor items and all Alumni Facilities

Special Players

Choose "Creation Zone" from the main menu, then select the "Create-A-Player" option. Next, enter any of the following names in their respective First Name and Last Name fields. You will then need to draft the created players to your team from the "Trade Players" option in the "Manage Rosters" menu in order to play them; look for the created player in the "Extra" section.

JULIAN KWAN—Small player with easily broken bat

NEALE GENEREUX—Large player with easily broken bat

CHRIS DEAS—Large player with large bat, hits the ball extremely hard

SIMON UNGER—Player with large bat, hits the ball extremely hard

ALAN BLOUIN—Small player with large bat, hits the ball extremely hard

TRACEY GARBUTT—Small player with large bat, hits the ball extremely hard

TIM REGEL—Player with large bat, hits the ball extremely hard

ALAN HUGHES—Player with large bat, hits the ball extremely hard

MEISSA SHIM—Player with large bat

NARC

Cheat Codes

Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.

Invincibility—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, A
All drugs—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Thumbstick
All guns—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Thumbstick
Show stashes—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left

Unlimited ammo—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Down

NBA BALLERS: PHENOM

Match-Up Screen Codes

Enter any of the following codes by pressing the Playground, Alley-Oop and Shoot buttons the number of times indicated at the "VS" screen that appears just before a match in most game modes. The numbers shown in each code represent the number of times you must press each button before pressing a direction on the D-pad or left analog stick to "lock in" the code. Each time you press a button, you'll see the corresponding symbol change in one of the three boxes next to your player's photo according to the following legend:

1st number/Top box—X

2nd number/Middle box—B

3rd number/Bottom box—Y

For example, to enter the "Unlimited Juice" code (7-6-3), press X seven times, press B six times, press Y three times, then press Up, Down, Left or Right on the D-pad or analog stick. You'll see a confirmation message appear if the code has been entered correctly. You have a very limited time to enter codes, so be quick. Most of the codes do not work when playing online. Note: The "Alternate Gear" code will only work

after you have unlocked the alternate gear for the player you've chosen.

1-2-3—Alternate Gear (if unlocked)

0-1-1—Tournament Mode

0-1-2—Show Shot Percentage

4-3-1—2x Juice Replenish

7-6-3—Unlimited Juice

3-6-7—Start with House meter half filled

5-1-2—Expanded Move Set

3-0-0—Random Moves

7-5-6—Legal Goaltending

3-3-2—Great Handles

3-1-5—Super Push

2-1-5—Super Steals

2-3-5—Super Back-Ins

3-1-7—Better Free Throws

3-2-7—Perfect Free Throws

2-1-3—Speedy Players

7-2-2—Fire Ability

6-2-7—Hotspot Ability

1-2-2—Back-In Ability

3-7-4—Stunt Ability

5-3-6—Pass 2 Friend Ability

7-2-5—Alley-Oop Ability

3-1-3—Put Back Ability

1-2-4—Super Block Ability

1-3-4—Big Head

3-5-4—Paper Ballers

4-2-3—Baby Ballers

4-3-3—Kid Ballers

4-4-3—Young Ballers

4-2-5—Pygmy

NBA LIVE 06

Cheat Passwords

Choose "My NBA Live" from the main menu, then select "NBA Codes" and enter any of the following codes:

P S D F 9 0 P J N—Unlock Indiana Pacers 2005-06 Away jersey

S D F 7 8 6 W S H W—Unlock Indiana Pacers 2005-06 Home jersey

D R I 2 3 9 C 2 4 9—Unlock a3 Garnett 3 shoe

2 5 8 5 H Q W 9 5 B—Unlock black TMac 5 shoe

H G 5 8 3 K P 2 3 4 P—Unlock white TMac 5 shoe

J 2 3 5 C A R T V Y—Unlock 5.Carter III LE shoe

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes

Enter the following codes when the words "Please press START to begin" appear at the title screen. You will hear a beep each time you enter a code correctly.

\$1,000 in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Left, Right, X, X, Right, Left Trigger, Right Trigger

\$200 in Career mode—Up, Up, Up, Left, Right Trigger, Right Trigger, Right Trigger, Down

Unlock Pro Package performance parts—Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Up, Down

Unlock Hummer H2—Up, Left, Up, Up, Down, Left, Down, Left

Unlock various body parts/graphics—Right Trigger, Right Trigger, Up, Down, Left Trigger, Left Trigger, Up, Down

Unlock more body parts/graphics—Left Trigger, Right Trigger, Up, Down, Left Trigger, Up, Down

Unlock Best Buy vinyl—Up, Down, Up, Down, Down, Up, Right, Left

Unlock Burger King vinyl—Up, Up, Up, Up, Down, Up, Up, Left

NHL 2K6

Cheat Code

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use the Left Trigger/Right Trigger to select a free slot, then select "Create New Profile" and enter the name "Turco813" (note: only the T should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

NINJA GAIDEN

Blue Ninja Costume

Hold Left Trigger + Right Trigger when selecting "New Game" from the main menu; this will allow Ryu to keep the blue ninja costume throughout the entire game.

New Costume

After you beat the game, hold down Left Trigger when selecting "New Game" from the main menu to use a new costume.

Successive Play

After you beat the game and save your progress, loading that saved game will start a new game in Successive Play mode, which allows you to keep the Golden Scarabs that you have collected the first time through and use them in the new game beginning from Chapter 1.

**Hidden Weapon**

After you beat the game, the Dark Dragon Blade secret weapon can be found in the Hayabusa Ninja Village storehouse in Chapter 13 during the second time you play through.

Unlock Classic Ninja Gaiden Games

To unlock the classic *Ninja Gaiden* game, collect 50 Golden Scarabs and trade them in at Muramasa's shop.

To unlock *Ninja Gaiden II: The Dark Sword of Chaos*, you must have the original *Ninja Gaiden* in your inventory. In Chapter 4 or later, shoot an arrow at the face of the Clock Tower from the platform above the door that leads to Pleasure Street and Han's Bar. A treasure chest containing *Ninja Gaiden II* will appear on the roof of the building that houses the Clock Tower.

To unlock *Ninja Gaiden III: The Ancient Ship of Doom*, you must have *Ninja Gaiden II* in your inventory. At the Peristyle Passage in the Aqueduct, the *Ninja Gaiden III* disc can be found on top of the pillar that previously held a Golden Scarab.

To play the classic *Ninja Gaiden* games after collecting any of the discs, access the arcade machine on the first floor of Han's Bar in Tairon with the appropriate *Ninja Gaiden* game disc in your inventory. When you finish the game with any of the *Ninja Gaiden* discs in your inventory, a "Classic *Ninja Gaiden*" option will also be added to the main menu, allowing you to play the classic game(s) you've unlocked at any time.

Classic Ninja Gaiden Passwords

L X A Y A X—*Ninja Gaiden* Act 1
A X X R Y A—*Ninja Gaiden* Act 2
X Y B R L X—*Ninja Gaiden* Act 3
B R A B Y Y—*Ninja Gaiden* Act 4
X A Y X L L—*Ninja Gaiden* Act 5
R Y R L A X—*Ninja Gaiden* Act 6
A B A B Y Y—*Ninja Gaiden* Act 1
X L R B B A—*Ninja Gaiden* Act 2
L Y B A R R—*Ninja Gaiden* Act 3
A L X Y Y B—*Ninja Gaiden* Act 4
R A A B X L—*Ninja Gaiden* Act 5
Y L R A Y R—*Ninja Gaiden* Act 6
B B X Y A L—*Ninja Gaiden* Act 7
B Y R L X A—*Ninja Gaiden* Act 1
A R R Y A L—*Ninja Gaiden* Act 2
L B R Y L Y—*Ninja Gaiden* Act 3
R B B A Y X—*Ninja Gaiden* Act 4
Y A B X R X—*Ninja Gaiden* Act 5
B X A X X Y—*Ninja Gaiden* Act 6
X R X Y Y L—*Ninja Gaiden* Act 7

ODDWORLD: STRANGER'S WRATH**Cheat Codes**

At any time during the game, plug a second controller into Port 2 on the Xbox, then remove it. Now press X, X, Y, Y, B, B, A, A on Controller 1; you'll hear a guitar sound to confirm that the cheat mode is active. Now you can enter the following codes at any time:

Invincibility—X, Y, A, B, X, Y
\$1,000 Moolah—Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick

Level Select

When starting a new game, enter "©©©©" as your name. The "Secret Level" menu will immediately appear.

OPERATION FLASHPOINT: ELITE**Cheat Menu**

At the main menu, select "Identity" and enter a profile with the name "XaX 1985". With this profile name in place, you can call up a cheat menu at any time during the game by pressing Left Trigger + White. Press Right or Left on the D-pad to activate each cheat or to turn certain settings on or off.

OUTLAW GOLF 2**Unlock Everything**

Select "Create" from the main menu to start a new profile, then enter: "I Have No Time" to unlock all clubs, courses, characters and movies. Be sure to hold the Left Trigger to enter the capital letters as needed.

Big Head

At any time during gameplay, hold Left Trigger and press B, A, B, Y, Back. To revert back to a normal head, enter the code again.

OUTLAW TENNIS**Unlock Everything**

When creating a player profile, enter "Cut To The Chase" as your case-sensitive profile name. Move the cursor to the "Done" button, hold Left Trigger + Right Trigger and select "Done." Continue holding Left Trigger + Right Trigger while saving your game; when you reach the "Select Mode" menu, everything will be unlocked.

OUTLAW VOLLEYBALL**Unlock All Characters**

Select "Exhibition" from the main menu. When the character-select screen appears, hold Left Trigger and press Left, White, Right, White to unlock all of the characters.

Change Character Proportions

Enter either of the following codes at any time during gameplay:

Increase Upper Body—Hold Left Trigger and press B, Up, Up, B, Y
Big Head Mode—Hold Left Trigger and press B, A, B, Y

OUTRUN 2**Cheat Codes**

At the main menu, select "OutRun Challenge," then press the X button to enter the Gallery. Now choose the "Enter Code" option and enter the following cheats:

D R E A M I N G—Unlock all cars
R A D I O S E G A—Unlock all music
D E S R E V E R—Unlock reversed tracks
T I M E L E S S—Unlock bonus tracks
T H E J O U R N E Y—Unlock all Mission tracks

PETER JACKSON'S KING KONG**THE OFFICIAL GAME OF THE MOVIE****Cheat Codes**

At the main menu (the one that says "Play," "Options" and "Extras"), hold Left Trigger + Right Trigger, press Down, X, Up, Y, Down, Down, Up, then release Left Trigger + Right Trigger. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.
8wonder—Invincibility (Jack only)
GrosBras—One-shot kills
KK 999 mun—Unlimited ammo
lance 1nf—Unlimited spears
KKst0ry—Unlock all chapters
KKmuseum—Unlock all video options and "Extras" menu items
KKtgun—Equip pistol
KKcapone—Equip machine gun
KKSnp1er—Equip sniper rifle

PITFALL: THE LOST EXPEDITION**Cheat Codes**

At the title screen, hold Left Trigger + Right Trigger and enter any of the following codes. Release the triggers after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—Left, X, B, Down, X, A, X, B
Faster attacks—Left, Right, B, Up, B, Right, Left
Play as Nicole—Left, Up, Down, Up, B, Up
Play as old-school Pitfall Harry—Y, Left, Down, X, B, Y, Y, Left
Unlock Pitfall! at the New Game/Load Game menu—B, B, Left, Right, B, X, A, Up, B
Unlock Pitfall II: Lost Caverns at the New Game/Load Game menu—Left, Right, Left, Right, Y, Y, Y

PROJECT GOTHAM RACING**Cheat Code**

At the "load or create new" screen, select "create new driver." Next, select "driver name" and enter your name as "Nosliw." Note that only the first letter is capitalized. Now all of the cars, body paint styles, courses and stages are unlocked.

PSI-OPS: THE MINDGATE CONSPIRACY**Cheat Codes**

At the main menu, highlight "Extra Content" and press Right Trigger to access a cheat entry screen. Now you can enter any of the following cheat codes:

5 3 7 8 9 3—All Powers Cheat
4 5 6 4 5 6—Super Psi Cheat
5 4 8 9 7 5—Bullet Resistant Cheat
9 7 8 9 4 5—Unlimited Ammo Cheat
9 8 7 9 7 8—No Head Cheat
5 4 6 5 4 6—Scorpion Skin
0 7 0 4 1 9 7 9—Cooperative Play Mode
0 5 0 5 1 9 7 9—Arcade Mode

QUANTUM REDSHIFT**Secret Cheats**

At the "Select Profile" screen, choose "Create New Profile," then enter "CHEAT" as your profile name. New menu items called "Easter Eggs" and "Cheats" will appear within the "Options" menu. Now you can enter the following codes at the "Enter Cheat Code" screen from within the Cheat menu. Note that each code is case-sensitive.

Fish Face—Infinite Turbo**ThinK Bat—Infinite Shield**

R I C E I T U P—Fully upgrade all characters
N e m a t o d e—Unlock all characters
h e a d S L A P—Unlock all circuits
z o m Z O O M—Unlock all speeds
C H O C h o c—Unlock all easter eggs

RED FACTION II**Unlock Everything**

Choose "Extras" from the main menu and access the "Cheats" option. Press White, White, X, X, Y, Black, Y, Black to unlock everything. After entering this code, you will then have the option of turning each specific cheat on or off.

REDCARD 20-03**Unlock Everything**

Choose "Load/Save" from the main menu, then select "Create/Load Profile" and create a new profile with the name "BIGTANK." All of the secret teams, stadiums and Finals Mode will be unlocked.

REIGN OF FIRE**Skip Level**

At any time during gameplay, press START to pause, then press X, Black, Y, Black, X, White, Y, START. You'll automatically skip to the next level.

Invincibility

At any time during gameplay, press START to pause, then press White, X, Y, Black, X, Y, Black. You won't see or hear any special confirmation, but the effects will take place immediately after you return to the game.

ROCKY**Secret Codes**

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Unlock all boxers and arenas—Hold Right Trigger and press Up, Down, Down, Left, Left, Left
Boxers punch harder—Hold Right Trigger and press Right, Down, Left, Up, Left, Left
Boxers move faster—Hold Right Trigger and press Down, Left, Down, Up, Right, Left

ROGUE OPS**Cheat Codes**

At any time during gameplay, press START and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages.

Half damage—X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X
Enemy bullets cause no damage—Left, Right, Right, Left, X, Y, Y, X
Invincibility—Left, Right, Right, Left, Left, Right, Right, Left, Right, Right, Left, X, X
Infinite ammo—X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X, Y
One-shot kills—Y, Left, Right, Right, Left, Y, Black, White, Y, X, X
Unlimited Fly Cam—Left, Left, Right, Right, White, White, Black, Black, X, Y, Y
Unlimited TOC—Y, Y, X, X, Left, Right, Right, Left, Black, White, Black
M7 shoots Frag Grenades—Black, White, Right, Right, Left, Right, Right, White, Black, X, Y
Crossbow shoots Frag Grenades—Left, Right, Right, Left, X, Y, Black, White, X, Y, Left, Right
M7 shoots Rockets—X, Left, Right, Black, White, Right, X, White, White, Black, Left, Left
Crossbow shoots Rockets—Right, Right, Left, Left, Black, Black, White, White, Y, Y, X, X
Big weapons for Nikki—X, X, X, X, Y, Y, Y
All enemies become skeletons—Left, Left, Left, Right, Left, Right, Right, Right, Right
All character models have big feet—Right, Right, Right, Left, Right, Left, Left, Left, Left
Skip the current scene—Black, X, Black, Y, Black, Left, Black, Right, Black, White, White, X, White, Y, White, Left, White, Right, X

SCALER**Cheat Codes**

At any time during gameplay, press START to pause, then select "Options" from the Pause menu. Select "Audio," then enter any of the following codes at the Audio menu. Note: The codes must be entered quickly or they won't register. You'll get a confirmation message each time you enter a code correctly.
Replenish health—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Y, Y, X, X, Left Trigger, X
200,000 Klokies—Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, X, Y
Infinite Electric Bombs—Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y, Y, X

SEABLADE**Cheat Codes**

Press START to pause the game at any time during gameplay, then enter any of the following codes at the pause screen:

Invincibility—Right Trigger, Y, Left Trigger, X, X, Right Trigger (your health meter will deplete, but you won't die when it runs out)

Unlock all missions—X, Y, Left Trigger, X, Right Trigger, Right Trigger (after entering this code, exit the game, then continue your Single Player game, highlight "Launch Mission" and move the cursor to the right to reveal Missions 1-39)

SECRET WEAPONS OVER NORMANDY**Cheat List**

Enter the following codes at the main menu, where the words "New Game" and "Continue" appear.

Invincibility—Up, Down, Left, Right, Left, Left, Right, Right, Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Black

Unlimited ammunition—Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger

Big head—Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Unlock all Instant Action environments—Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Unlock all missions, planes, Instant Action environments and Gallery movies—Y, Y, X, X, X, X, Left Trigger, Right Trigger, Black, Black, White, White (Note: You must select "Continue" after entering this code or the effects will be canceled)

SHREK 2**Cheat Codes**

At any time during gameplay, press START to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.

Unlock all levels—Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Up, Up, Up, Up, Up
Unlock all bonuses—Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Y, A, Y, A, Y, A, Y, A
Earn 1,000 gold coins—Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, A, A, A, A, A, A
Refill health meters—Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Right, Down, Left, Up

SHREK SUPERSLAM**Cheat Codes**

At the main title screen, enter any of the following codes. You'll hear a confirmation tone each time you enter a code correctly.

Unlock first Pizza Challenge—Up, Up, Y, Y, Right, Right, B, B, Down, Down, Left Trigger, Right Trigger, Left, Left, X, X, Left Trigger, Right Trigger

Unlock second Pizza Challenge—B, B, X, X, Right Trigger, Right Trigger, Left, Left, Left Trigger, Left Trigger

Unlock third Pizza Challenge—Down, Down, Right, B, Up, Y, Left, X, Left Trigger, Left Trigger

Unlock Slammaggon in Multiplayer—Up, Up, Down, Down, Left, Right, Left, Right, Y, X, X, Left Trigger, Right Trigger

Unlock all Mega Challenge stages—Left Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, X, B, Y, Y

SID MEIER'S PIRATES!**Cheat Passwords**

Enter any of the following passwords as your character's name to activate the corresponding effect. Be sure to include the spaces and proper capitalization:

Bloody Bones Baz—Invincibility
D.Gackey—Start the game with a Ship of the Line and a full crew
Bonus Frag—Start the game with three special items: Ostrich Feather Hat, Silk Fencing Shirt and Dancing Slippers

THE SIMPSONS: HIT & RUN**Cheat Codes**

Choose "Options" from the main menu, then hold the Left Trigger and Right Trigger at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:

Invincibility—Y, A, Y, A
Unlimited top speed—X, X, X, X
Fast acceleration—Y, Y, Y, Y
Press horn to make vehicle jump—X, X, X, Y
Destroy vehicles with one hit—Y, Y, X, X
Enable speedometer—Y, Y, B, X

Replace secret vehicle in each mission with Red Brick Car—B, B, Y, X
Play Kang & Kodos dialogue during credits—A, X, X, Y (choose "View Credits" from the Options menu)

SOLDIER OF FORTUNE II: DOUBLE HELIX

Cheat Codes

At any time during gameplay, press in the Left Thumbstick and enter any of the following codes while holding it down. Note that the codes will not work when using the Xbox Live service:

God mode on—B, A, Y, X
Give all cheat (all weapons)—X, Y, A, B
Infinite ammo—Black, A, Y, White
Level select—Black, B, A, White

SONIC HEROES

Metal Tapes

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you choose.

SPARTAN: TOTAL WARRIOR

Unlock All Single Mission Replay Levels

At the main menu, highlight the "Extras" option and press Left, Left, Left, Left, Left, Left, Left, Left, Left, Left, Right, Right, Right, Right, Right, Right, Right, Right, X.

SPLASHDOWN

Cheats Menu

Choose "Options" from the main menu, then hold Right Trigger and press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. You will automatically enter a "Cheats" menu where you can enter any of the following codes:

A l l C h a r —Unlock all characters
P a s s w o r d —Unlock all courses
F e s t i v a l —Unlock all videos
L a p i n a t a —Unlock all characters and wet-suits
A l l O u t A —Tougher opponents
H o b b l e —Weaker opponents
P M e t e r G —Maximum Performance Meter
I B e l i e v e —Time trial ghost is a UFO
F 1 8 —Time trial ghost is an F-18 jet

SPONGEBOB SQUAREPANTS

LIGHTS, CAMERA, PANTS!

Cheat Passwords

Choose "Bonuses" from the main menu, then select "Rewards." Now select "Codes" and enter any of the following codes for the desired effect:
8 9 3 6 3 4—Unlock "Hook, Line, & Cheddar" game
4 8 6 7 3 9—Unlock Silver Story Mode
9 7 7 5 4 8—Unlock all Action Figures

SPY VS. SPY

Cheat Codes

Choose "Extras" from the main menu, then select "Cheats." Press the X button and enter any of the following codes to unlock the corresponding item(s).
A R M O R —Invulnerability
B I G G U N Z —Super damage
N O D R O P —No dropped items
F A I R Y —Permanent Fairy
D I S G U I S E —All spy attachments
W R K B E N C H —All weapons
A N T O N I O —All Story maps
P R O H i A S —All Modern maps
R E T R O S P Y —All Classic maps
M A D M A G —All Multiplayer maps
S P Y F L i X —All movies
S P Y P I C S —All concept art
B L I N K —Invisible HUD

STAR WARS: BATTLEFRONT

Unlock All Planets in Campaign Mode

After selecting your Era in Campaign Mode, you will enter the planet select screen. Press X, Y, X, Y at this screen to unlock all of the planets.

Small Combatants

When creating a profile, enter "Jua Jua" as the profile name. All of the characters in the game will now be Ewok-sized.

STAR WARS: BATTLEFRONT II

Cheat Codes

At any time during gameplay in Galactic Conquest or Instant Action modes, press START to pause the game, then enter any of the following codes. You can enter each code a second time to disable the effect.
Infinite ammo—Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Left, Right

Invincibility—Up, Up, Up, Left, Down, Down, Down, Left, Up, Up, Up, Left, Right
Disable HUD—Up, Up, Up, Left, Up, Up, Down, Left, Down, Up, Up, Left, Right
Low-res character models—Down, Down, Down, Up, Up, Left, Down, Down, Down, Down, Down, Left, Up, Up, Left, Right
Alternate sound effects—Up, Up, Up, Left, Up, Down, Up, Up, Left, Down, Down, Down, Left, Up, Down, Down, Left, Right
Change wampa attacks to comic blurbs—Up, Down, Left, Down, Left, Right

THE SUFFERING: TIES THAT BIND

Cheat Codes

At any time during gameplay, hold Left Trigger + Right Trigger + X and enter any of the following codes. A message and a sound will confirm correct code entry.
Invincibility—Down, Up, Down, Up
Refill health—Down, Down, Down, A, Up, Up, Down, Up, A
Refill insanity meter—Right, Right, Right, A, Left, Left, Right, Left, A
Decrease Morality meter—Left, Left, Down, Up
Max. negative Morality—Left, Down, Left, Down, Left, Down, A
Increase Morality meter—Up, Up, Right, Up
Max. positive Morality—Up, Right, Up, Right, Up, Right, A
Earn Xombium—Right, Right, Up, Up, A, Left, Right, A, Right, Up, Right, A
Earn Flashlight—Up, Left, Down, Right, Up, Right, Down, Left, A
Earn 12-Gauge Pump Shotgun—Left, Left, Left, Down, Down, Down
Earn Molotov Cocktail—Down, Down, Down, Up, Up, Up
Earn Shrapnel Grenades—Right, Right, Right, Left, Left, Left

Earn all weapons except Gonzo Gun—Down, Right, Up, Left, Down, A, Left, Left, Right, Right, A, Down, Up, Left, Right, A
Earn all weapons except the Gonzo Gun and max. negative Morality—Down, Up, Down, Left, Right, Left, A, Up, Left, Down, Right, Up, Right, Down, Left, A, Down, Down, A, A
Earn Gonzo Gun—Left, A, A, A, Right, Left, Right, Left, Up, A, A, Down, Up, Down, Up, A
Refill ammo for current weapon—Right, Right, Down, Up, Left, Right, Left, Left, A
Refill ammo for current thrown weapon—Left, Left, Up, Down, Right, Left, Right, Right, A
Unlock all notes—Right, Left, Up, Left, A, Right, Down, Right
Unlock all maps—Left, Right, Down, Right, A, Left, Up, Left
Bloody Torque—Up, Down, Left, Right
Clean Torque—Down, Up, Right, Left
Psychedelic mode—Left, Left, A, Right, Right, A, Up, A, Down, Down, A

SUPERMAN: THE MAN OF STEEL

Cheat Codes

At any time during the game, press START to pause and enter any of the following codes quickly. If you're fast enough, you'll hear the sound of an explosion to confirm each code:
Unlock all levels and bonus items in Single Mission mode—Right Trigger, Black, Y, Black, Left Trigger, White
Unlimited health—Black, White, Left Trigger, X, Left Trigger, White
X-Ray graphics—Left Trigger, Left Trigger, Right Trigger, Left Trigger, Y, X, White, Black, White
Freeze all movement—Right Trigger, Left Trigger, Black, White, Left Trigger, Y, Black, Right Trigger, White

SWAT: GLOBAL STRIKE TEAM

Unlock All Missions

Choose "Campaign" from the main menu and press Up, Left Trigger, Down, Right Trigger, Left, Left Trigger, Right, Right Trigger, Up at the Select Mission menu in Campaign mode or either of the Cooperative modes.

TEENAGE MUTANT NINJA TURTLES 3

MUTANT NIGHTMARE

Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following password:
M D L D S S L R —Invincibility
L M D R R M S R —Unlimited shuriken
R R D M L S D L —Infinite Ougi gauge
S L L M R S L D —All healing items become temaki sushi
L D M S L R D D —Enemies kill you in one hit
M S R L S M M L —Doubles enemies' attack power
S L R M L S S M —Doubles enemies' defense power
D M L D M R L D —No healing items
L L M S R D M S —No shuriken

TERMINATOR 3: THE REDEMPTION

Cheat Codes

Highlight "Credits" at the main menu and enter any of the following codes. Note: You may not be able to have all three codes active at once.
Invincibility—Press B + Black + Right Trigger simultaneously
Unlock all levels—Press B + Black + Y simultaneously
Unlock all upgrades—Press B + Y + Left Trigger simultaneously

TOM CLANCY'S GHOST RECON 2

Cheat Codes

At any time during a single-player campaign, press START and select "In-Game Options" from the Start Menu. Now select "Enter Cheats" and enter any of the following codes:
B, B, X, A—Invincibility
B, B, X, B—Team invincibility
B, B, X, Y—Complete current mission
B, B, X, X—Replenish ammunition (can be entered multiple times)

TOM CLANCY'S RAINBOW SIX 3

BLACK ARROW

Invincibility

At any time during gameplay in any mode, press Up, Up, Down, Down, Left, Right, Left, Right, B, A to become invincible to all attacks.

TOM CLANCY'S SPLINTER CELL

Level Select

Enter I L A M A U D I T E ! ! at the name entry screen; you'll begin the game with all levels unlocked.

TOM CLANCY'S SPLINTER CELL

CHAOS THEORY

Unlock All Levels

Start a new game and enter "COOPA22COOL" as your profile name. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S AMERICAN WASTELAND

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:
t h e _ c o d o r —Unlock Mat Hoffman

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select feature after you have unlocked it, you must load a previously-saved game from the main menu.
S E L L O U T —Unlock level select
E M E R P U S —Unlock invincibility
S L L E W G H —Unlock invisibility
T E X A S —Unlock all weapons
M A D M A N —Unlock unlimited ammo
H E I D —Unlock big heads
Z O O —Play Zoo mode

TY THE TASMANIAN TIGER

Secret Codes

Enter any of the following codes at any time during gameplay. You'll hear a special guitar sound effect after entering a correct code.
All items are marked with vertical lines—White, Black, White, Black, Y, Y, B, X, X, B, Right Trigger, Right Trigger
Obtain Kaboomarang, Doomarang, Megarang, Zoomarang, Infrarang, Multirang and Chronorang—White, Black, White, Black, Y, Y, Y, X, Y, X
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—White, Black, White, Black, Y, Y, X, X, Y, X

ULTIMATE SPIDER-MAN

Cheat Codes

At any time during the game, press START to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen:
Unlock all characters—Right, Down, Right, Down, Left, Up, Left, Right
Unlock all covers—Left, Left, Right, Left, Up, Left, Left, Down
Unlock all concept art—Down, Down, Down, Up, Down, Up, Left, Left
Unlock all landmarks—Up, Right, Down, Left, Down, Up, Right, Left

UNREAL CHAMPIONSHIP 2

THE LIANDRI CONFLICT

Cheat Menu

At any time during gameplay, hold Right Trigger + Left Trigger and press the White button. A cheat menu will appear, allowing you to adjust various in-game settings.

THE WARRIORS

Cheat Codes

Enter the following codes at any time during gameplay (not while paused). You'll see a message and hear a sound to confirm each code.
Earn \$200, three Flash and nine Spray Paint—Black, Left Thumbstick, Right Trigger, A, Down, Right Trigger
Infinite Rage—X, B, Y, BACK, A, Left (Note: This code will not work until you have learned the Rage Mode ability)
Temporary invincibility—Down, X, Left, A, Right Trigger, BACK
Unlimited stamina (sprint ability)—Up, Y, White, BACK, A, Left Trigger
Complete current level—Down, X, A, BACK, Black, Left
Complete the game 100%—Right Trigger, BACK, X, Down, Left Trigger, Right
Reset "Wanted" level—Up, BACK, A, Y, Y, B
Earn knife weapon—Down, Down, BACK, Up, Up, White
Earn bat weapon—X, Left Thumbstick, Down, Down, Right Trigger, Right Trigger
Earn unbreakable bat weapon—White, White, B, Up, B, BACK
Earn pipe weapon—Left Thumbstick, B, BACK, Up, Right Trigger, Right
Earn machete weapon—Right Trigger, A, Black, Black, BACK, Left Thumbstick

WITHOUT WARNING

Level Select/Level Skip

At the main menu, press X, Y, B, Left Trigger, Left, Up, Right, Right Trigger. Now start a game; you will find "Level Select" and "Level Skip" options at the pause menu.

WWE WRESTLEMANIA XXI

Cheat Code

At the main menu, enter the following code to unlock all items in the WWE Show: Press Left Trigger + Right Trigger simultaneously, then press White + Black simultaneously, then hold A + B + X + Y and press START. Note that after you play a match, the show will return to its former state and you'll have to enter the code again.

X-MEN LEGENDS II: RISE OF APOCALYPSE

Cheat Codes

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press START to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu.
Unlock all Skills—Press Left, Right, Left, Right, Down, Up, START at the Team Management screen
Max. Stats + 97 Skill Points—Press Up, Down, Up, Down, Left, Up, Left, Right, START at the Team Management screen
Unlimited Xtreme Meter—Press Left, Down, Right, Down, Up, Up, Down, Up, START at the Team Management screen (can also be entered during gameplay)
Earn 100,000 Tech Bits—Press Up, Up, Up, Down, Right, Right, START at the Equipment menu
Super speed—Press Up, Up, Down, Up, Down, START at the Pause menu (can also be entered during gameplay)
Unlock all characters—Press Right, Left, Left, Right, Up, Up, START at the Team Management screen
Unlock all Skins—Press Down, Up, Left, Right, Up, Up, START at the Team Management screen
Unlock all Comics—Press Right, Left, Left, Right, Up, Up, Right, START at the Review menu
Unlock all Concepts—Press Left, Right, Left, Right, Up, Up, Down, START at the Review menu
Unlock all Cinematics—Press Left, Right, Right, Left, Down, Down, Left, START at the Review menu
Unlock all Screens—Press Right, Left, Right, Left, Up, Up, Down, START at the Review menu
Unlock all Danger Room modes—Press Right, Left, Right, Left, Up, Down, Up, Down, START at the main menu

YU-GI-OH!: THE DAWN OF DESTINY

Rare Cards

At the main menu, select "New Game" and enter one of the following codes to obtain the rare monster card listed in each deck. After you have entered the code, select "Build Deck" to locate the rare card within your deck.
K O N A M —Cosmo Queen
H E A R T O F C A R D S —Tri-Horned Dragon
X B O X —Zera the Mant



Game Boy Advance tips

ALTERED BEAST: GUARDIAN OF THE REALMS

Menu Trick

Hold L or R at the main menu to change the direction and speed of the scrolling background image.

AROUND THE WORLD IN 80 DAYS

Passwords

B H G G—Day 1: London, England
C J G D—Day 3: Paris, France
D C H J—Day 18: Train
F S H J—Day 20: Turkey
G K M N—Day 25: India
H L S N—Day 25: India (Wanted!)
J M B J—Day 40: China
K N Q N—Day 61: San Francisco
M Q G G—Day 61: Train
L P G G—Day 61: The Old West
N R G G—An Old Fox
P S G G—Ending + credits

ATV: QUAD POWER RACING

Unlock Everything

At the main menu, select "Options," then select "Password." Next, press Down, A, Down, A, Up, Up, A, Down, Down, A, Up, A.

BACKTRACK

Cheat Codes

At any time during a single-player game, press SELECT to access the Game Menu, then press L, Right, B, L, R, Left to access the BSBDSOM computer terminal. Highlight "CLI" Password Required" and press A, then enter any of the following cheat passwords:
H E A—200 health
G O D—Invincibility
W E A P—All weapons
A M M O—Max. ammo for all weapons
A R M—Max. armor
K E Y—All keys
M O N—Enemies are shown on map as gray dots
F R E—Freeze all enemies
C O R—Display programmers' coordinates on screen

BALLISTIC: ECKS VS. SEVER

Cheat Passwords

D E A T H W I S H—Invincibility
T O O L E D U P—All weapons
B I G P O C K E T—Infinite ammo
O H S T O P I T—One-hit kills
A C M E B A N G S—Explosions do double damage
C O L D F E E T—Enemies can't move
D O Y O U C M E—Enemies ignore you
H O R N B L O W—Enemies make farting sounds when injured
Ecks Passwords
S M O K E Y—Mission 2
B U T T E R F L Y—Mission 3
C O V E Y—Mission 4
T I G E R—Mission 5
H O R N E T—Mission 6
L I T T E R B U G—Mission 7
M U S T A N G—Mission 8
S P E C T R E—Mission 9
N I M R O D—Mission 10
S P O O K Y—Mission 11
Sever Passwords
R A V E N—Mission 2
F I R E F L Y—Mission 3
B U L L D O G—Mission 4
D R A G O N—Mission 5
L O U D M O U T H—Mission 6
S T I N G E R—Mission 7
N A I L—Mission 8
Z O R R O—Mission 9
X R A Y—Mission 10
R E D D O G—Mission 11

BATMAN BEGINS

Cheat Codes

At any time during the game, press START to pause, then enter the following codes at the Pause menu:
Enemies can't hit you—Up, Up, Down, Down, Left, Right, Left, Right
Super jump—L, R, L, R, Up, Up, Down, Down
Super speed—Right, Right, Right, Left, Left, Left, Up, Down
Remove interface graphics from the screen—Up, Down, Up, Down, Up, Down, L, R

BATMAN: RISE OF SIN TZU

Invincibility

Choose "Continue" from the main menu and enter the password " _ N D T H _ " to make Batman invincible to enemy attacks.

Passwords

M Q F V B K—Boss battle: Bane
L 2 0 _ Q D—Boss battle: Clayface
6 V 2 C L 2—Boss battle: Scarecrow
4 V 2 S 2 V—Boss battle: Sin Tzu
_ F L Y M F—Unlock all levels

THE BERENSTAIN BEARS AND THE SPOOKY OLD TREE

Password

Squirrel, Insect, Knight, Insect—Unlock all levels

BEYBLADE VFORCE: ULTIMATE BLADER JAM

Cheat Codes

At any time during gameplay, press START to pause and enter any of the following codes at the Pause screen:
Max. Bit Charge Meter—Right, Left, Right, Left
All enemies disappear—Up, Up, Right, Left, L
Complete the current round—Right, Left, Left, Up, A

BOKTAI 2: SOLAR BOY DJANGO

Boktai Passwords

Enter the following Boktai passwords to start a game with different Boktai Titles:
0 C + c j 2 1 2 p 8 q q 0 : Z
5 # 7 l m n C w N # 4 3 + M c—Berseker
> i z > > Y G _ ? g L L D X + 3
W m - ^ z m C w N K Q m j :—Bishop
N M ? s d M j z I L N N D 8 + 3
Z w m - ^ z m C w N # l m j :—King
N z W Q n f d K F I K 8 ^ w # 1
/ 8 / 4 8 z n C w N # l m j :—Queen
N S # f j 4 L 1 - ^ q M s 7 G
5 # M v B j C w N # l m j :—Solar Boy
h 9 b f v C g X + > H f 3 > -
9 5 m ^ d s m m n C w 8 6 j m j—Dark Boy
D 7 4 L @ p + . 7 y T s k
4 + d l m n C w N # l m j :—Rook
X 5 > g 6 > h M Y ^ q g : Z
5 # 7 l m n C w N # l w z + M c—Gunmaster
N 0 8 : 7 @ B - F . q ^ : Z
5 # 7 l m n C w N # l w M = M c—Trigger of Sol

BRITNEY'S DANCE BEAT

Password

H M N F K—Unlock all songs + video (Easy difficulty)
N X R F P—Unlock all songs + video (Hard difficulty)

BUFFY THE VAMPIRE SLAYER WRATH OF THE DARKHUL KING

Cheat Codes

Enter any of the following codes at the title screen, while the words "Press Start" are flashing:
Invincibility—B, B, A, A, L, R, Down, Up
Infinite lives—L, L, L, R, R, R, Right, Right
Start with nine of every item—Up, Down, Up, Down, B, A
Show enemies' health meters—Up, Right, Up, Left, Down, Right, Down, Left

BUTT-UGLY MARTIANS: B.K.M. BATTLES

Passwords

Choose "Resume Game" from the main menu, then enter any of the following passwords. After the password has been entered, select "New Game" and choose your character and difficulty level. The cheat(s) will take effect when the game starts.
I W T S O W N 2—Start at Mechtropolis with one repair kit
T M T W N 3 P D—Start at Aquatica with one repair kit
I A L T S M O 4—Start at Arborea with one repair kit
I O T J O W N 5—Start at Silicon City with one repair kit
F I L G S O W 6—Start at Magma with one repair kit
I W T S O W N 7—Start at Koo Foo Ship with one repair kit
2 E L F M P L S—Start with two repair kits
G M A C O E W U—Start with two weapon upgrades and one repair kit

I A G A W 4 W U—Start with four weapon upgrades and one repair kit

J T 2 D U 4 M P—Start with two defense upgrades and one repair kit
D U A T O U 4 M—Start with four defense upgrades and one repair kit
A L W M A A 1 5—Start with six weapon upgrades, six defense upgrades and seven repair kits
K M I O R M A O—Infinite repair kits

CARTOON NETWORK BLOCK PARTY

Passwords

From the main menu, choose "Resume Game" and enter the following passwords to go to the corresponding game boards:
V 1 B D B B B B C ? B C ? B C—The Tater Farm
Z 1 B D B B B B C ? B C ? B C—Extreme Cul-De-Sac
3 1 B D B B B B C ? B C ? B C—Planet Johnnywood
7 1 B D B B B B C ? B C ? B C—Katz's Creepy Castle

CHARLIE AND THE CHOCOLATE FACTORY

Unlock All Adventure Levels and Mini-Games

At the "Select Game Type" menu, press Left, Right, L, R, START, SELECT; you'll hear a buzzing sound to confirm the code. Now select "Adventure" and press SELECT to unlock all of the levels in Adventure mode, or select "Mini-Games" and press SELECT to unlock all of the Mini-Games.

THE CHRONICLES OF NARNIA THE LION, THE WITCH AND THE WARDROBE

Cheat Codes

At any time during the game, press START to pause and enter any of the following codes at the Pause screen:
For all of these codes except the "Unlock all levels" code, just pause the game at any time and enter them.
Invincibility—Right, L, Down, A, Left, SELECT
Kill enemies with one hit—Up, Down, SELECT, SELECT, Down, Up
Get Armor (Only in Winter levels)—A, SELECT, Left, Down, Right, Up
Refill health—SELECT, R, A, L, Left, Right
Get five of each usable item—Left, A, Left, SELECT, Down, Down
Toggle Cold Gauge on/off—Right, Left, Left, Down, Up, SELECT
Toggle snow on/off—A, L, SELECT, R, Right, Right
Toggle icy/slippery floor on/off—A, L, SELECT, A, Right, Up (does not work in all areas)
Unlock All Chapters
Choose "New Game" from the main menu, then press R, L, Up, Up, Left, Right at the Chapter select screen to unlock all chapters. The code may not work if you press any unnecessary buttons at the Chapter select screen before entering it. You can also enter the code at the Chapter select screen after loading a saved game, but it does not always work the first time you enter it.

CROUCHING TIGER, HIDDEN DRAGON

Passwords

At the main menu, choose "Continue" and enter the following passwords to warp to the corresponding boss battle.
6 2 M K—Yu Shu Lien
N / 2 8—Dark Cloud
3 1 D 4—Li Mu Bai

CT SPECIAL FORCES

Special Passwords

The following passwords will give you the option to choose between Stealth Owl and the secret character, Raptor.
0 2 0 2—Snow Covered Mountains
1 4 0 7—The Arid Desert
2 7 0 4—The Hostile Jungle
0 1 0 8—The Forbidden City

DISNEY SPORTS SKATEBOARDING

Secret Code

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down, Left, Left, Left, Right, B, A; you'll hear a signal to confirm the code. Now start a game; at the Board Select screen, you'll find a new, powered-up board called "Anger Harnessed."

DK: KING OF SWING

Secret Passwords

At the title screen—while the words "Press Start" are flashing—hold Up + L + B and press A. You'll hear a chime and a Password menu will appear where you can enter the following codes:
5 5 8 6 0 3 2 7—Unlock "Climbing Race 5" Jungle Jam event
3 5 8 0 5 2 2 5—Unlock "Obstacle Race 4" Jungle Jam event
6 5 9 4 2 9 2 2—Unlock "Attack Battle 3" Jungle Jam event

DONKEY KONG COUNTRY

Cheat Codes

Enter either of the following codes at the "Select a Game" menu; you'll hear Diddy say "Not bad!" to confirm:
Start with 50 lives—Hold SELECT, press B, A, R, R, A, L
Sound test menu—Hold SELECT, press B, A, L, L, A, Down

DONKEY KONG COUNTRY 2

Cheat Codes

Choose "Start" from the main menu, then select "Options" at the Select Save Slot screen. Now choose "Cheats" and enter any of the following codes:
H E L P M E—Start with 15 lives
W E A K L I N G—Start with 55 lives
W E L L R I C H—Start with 50 Banana Bunch Coins
W E L L A R D—No DK Barrels
R O C K A R D—No DK or Star Barrels
F R E E D O M—Unlock every stage
O N E T I M E—Access Music Player menu
K R E D I T S—See the credits

DONKEY KONG COUNTRY 3

Passwords

Choose "Options" from the Select Save Slot menu, then select "Cheats" and enter the following passwords:
M O N K E Y—Start with 55 lives
A Q U A—Get all the Bonus Coins
E X T R A S—Unlock "Funky's Rentals," "Swanky's Bash" and "Cranky's Dojo" mini-games at the "Extras" menu
M U S I C—Access Music Player menu
H A R D E R—No Star barrels
T U F F E R—No DK or Star Barrels (only when starting a new game)
K R E D I T S—See the credits

DRAGON BALL GT: TRANSFORMATION

Cheat Codes

Enter any of the following codes at any time during gameplay (not while paused). You'll hear a small chime to confirm each code.
Invincibility—Up, Down, Left, Right, Up, Down, L, R, A, B
Defeat enemies or break objects with one hit—Up, Down, Down, Up, Left, Right, Right, Left, L, R, R, L, B
Refill health—Down, Up, Left, Left, Up, Right, Down, B
Refill energy—Down, Up, Right, Right, Right, Left, Right, Left, B
Max out all stats—Down, Down, Down, Up, Up, Up, Right, Right, Right, Up, Down, Right, Up, B
Temporary super speed—Right, Up, Down, Right, Up, Down, Right, Up, B
Temporary infinite energy—Up, Down, Up, Down, Left, Left, Right, Right, Up, B
Temporary super strength—Right, Up, Right, Right, Up, Right, Up, Left, Left, B
Secret Characters
Enter any of the following codes at the main menu. You'll hear a small chime to confirm each code.
Unlock SS Goku—Left, Right, Left, Right, Up, Up, Up, B
Unlock SS Vegeta—Left, Right, Left, Right, Up, Down, Down, B
Unlock Piccolo—Left, Right, Left, Right, Up, Up, Down, B
Unlock SS4 Goku—Left, Right, Left, Right, Down, Down, Down, B
Unlock Super Baby Vegeta—Left, Right, Left, Right, Down, Down, Up, B

DRAGON BALL Z: THE LEGACY OF GOKU

Invincibility

During the introductory video scene that appears before the game's title screen, press **Up, Down, Left, Right, B, A**; you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked.

DRILL DOZER

Special Items

To unlock the following items, you must first beat the game, then purchase the Mega Bit (for 800 chips) so you can drill through steel. Next, enter the newly unlocked "Red Dozers" Training Course," walk a little to the right, then drill down through the steel block to reach the entrance to the secret "Enigma Room." Inside is a combination lock with four dials. When you enter codes in the lock, a different item will rise out of the purple pipe. However, you must enter an activation code before any of the other codes will work. To enter the activation code, you have to turn the dials in a specific order as follows: Turn the second dial to 8, then turn the fourth dial to 2, then turn the first dial to 3, then turn the third dial to 5. (The result will be 3852.) When you enter the activation code correctly, all of the dials will spin to 0 and you will be able to earn special items by entering any of the following codes:

5 0 7 4—Happy Wallpaper
1 8 1 4—Rock Star Wallpaper
4 0 8 9—Samurai Wallpaper
2 4 0 3—Standard Wallpaper
2 0 5 9—UFO Wallpaper
5 8 5 4—Blue Overalls
2 0 9 4—Cute Clothes
9 0 2 5—Drill Dozer Coveralls
5 7 4 6—Frog Suit
1 4 1 9—Futuristic Clothes
2 4 5 8—Inspector Uniform
2 4 3 8—Nurse Uniform
5 7 1 6—School Clothes
2 8 2 8—Stylish Shirt
4 1 8 1—Thief Threads
7 0 7 3—Master Seal

ED, EDD N EDDY: JAWBREAKERS!

Cheat Codes

Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. The level select option will appear under "Game Cheats" at the main menu. Level select—Hold the L button and quickly press **Left, Left, Right, Down, Up, Right**. All characters have jetpacks—Hold the L button and quickly press **Left, Up, Right, Down, Left, Left, Up**. All pickups—Hold the L button and quickly press **Left, Left, Down, Right, Right, Up, Left**. All protect (invincibility)—Hold the L button and quickly press **Left, Down, Down, Right, Right, Left, Down**.

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermilion

At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT**. A secret password screen will appear. Enter **V - J 4 + 6 V 9 A - 3 0** as your password. Now you'll be able to select the Jet Vermilion.

FINDING NEMO

Cheat Password

M 6 H M—Unlock all levels and gallery pictures

GOLDEN SUN

Customize Player Names

At the name entry screen that appears when you start a new game, press the **SELECT** button three times; you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Garet, Ivan and Mia. At any time before you've finished naming these three additional characters, press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, SELECT** and you'll be able to rename Felix, Jenna and Sheba as well.

GRADIUS GALAXIES

Power-Up

At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

Self-Destruct

At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups...but it will self-destruct after a few seconds.

GRAND THEFT AUTO

Stage Select

At the main menu, press **Left, Right, Up, Down, L, R** (you'll hear a chime), then hold the **START** button and press **A**. A new "Pick Level" option will appear at the bottom of the main menu. After entering this code, you can also press **B** at the main menu to view the game's credits.

Cheat Codes

At any time during the game, hold **A + B** and press **START**; you'll hear a signal and the words "Cheat Mode On" will appear on the screen, and your character's coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused): **Left, Right, Up, Down, B, B**—Max. health **Left, Right, Up, Down, A, L**—Max. armor **Left, Right, Up, Down, A, A**—All weapons **Left, Right, Up, Down, L, L**—Earn \$15,000 **Left, Right, Up, Down, R, A**—"Wanted" level +1 **Left, Right, Up, Down, A, R**—"Wanted" level -1 **Left, Right, Up, Down, R, R**—Toggle max. "Wanted" level/zero "Wanted" level

GUNDAM SEED: BATTLE ASSAULT

Password

W L J K R P S D O S—Unlock all Mobile Suits and Very Hard difficulty setting

ICE AGE

Passwords

M F K R P H—Art Gallery
M T T Q B B—Unlock all levels

THE INCREDIBLE HULK

Level Skip

Press **START** at any time to pause the game, then press **Down, Right, Down, Right, Left, Left, Up** to skip the current level.

THE INCREDIBLES

Level Select

Enter the password "Y C P 6". You'll be sent back to the main menu, where you'll see some numbers in the lower right corner of the screen. Use the **L** and **R** buttons to change the number to that of the level where you wish to begin.

THE INCREDIBLES: RISE OF THE UNDERMINER

Cheat Passwords

L L V V L L—Enable stage select option at the difficulty select screen (press **L** or **R** to change the starting level), toggle on-screen debug data during gameplay by pressing **SELECT**
Z Q M B I 3—Unlimited Incredimeter
X 4 V I 3 R—Invulnerability (enemies and obstacles don't affect you, items can't be picked up)
S H N B R T—Invulnerability + unlimited Incredimeter
C R 3 D I T—View the credits

THE INVINCIBLE IRON MAN

Cheat Codes

Enter any of the following codes at the title screen while the words "Press Start" are flashing: Invincibility—**Right, Up, Left, A, Right, SELECT**
Stage select—**SELECT, Up, B, A, Right, Up**
Unlimited Uni Beam—**B, A, Left, Down, Up, Right**
Unlock all Gallery images—**Up, Down, Left, Right**
Erase Saved Game RAM
At the title screen—when the words "Press Start" are flashing—**DO NOT** enter the following code: **Up, Up, Down, Down, Left, Right, Left, Right, B, A, SELECT, START**. If you do, you'll reset the game's EEPROM chip, deleting all of your saved game data.

IRIDIUM 3D

Stage Select

Enter the Password entry screen and enter the code *SH0WT1M3* (be sure to include the * symbols). Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Quick Exit

Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.

Picture Gallery

Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridium 3D* artwork.

IRIDIUM II

Cheat Passwords

Choose "Password" from the main menu and enter any of the following codes:
4 R C 8 I—Unlock Arcade Mode, Challenge Mode, Gallery and Credits
! G 4 X I—Unlock Jukebox

C H 4 L L—Unlock Arcade Mode, Challenge Mode, Gallery, Jukebox and Credits
! S 3 C R 3 T S I—Show the locations of all secrets in Arcade mode
! R 0 T 8 I—Satellites rotate around ship
! B 1 G H 3 4 D I—Large SHN Fighter
! M 1 C R 0 I—Tiny SHN Fighter
! S H 1 P 2 I—Play as the blue SHN Fighter from the game's intro sequence
! L 0 4 D I—Show CPU usage %
! O B J S I—Show the number of on-screen objects

JACKIE CHAN ADVENTURES

LEGEND OF THE DARK HAND

Stage Select

At the title screen—when the words "Press Start" appear—hold the **R** button and press **B, A, Left, Down, Up, Right**. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

JAMES POND: CODENAME ROBOCOD

Cheat Codes

To activate the cheat codes in *Codename Robocod*, you must pick up specific items in a specific order without picking up any other items in between. If you consider the first letter of each item, you'll see that the letters will spell out words that can help you to remember the order in which the items must be touched. All of the items listed below can be found on the outside of the castle; for example, you'll see the Cake, Hammer, Earth (globe), Apple and Tap (faucet) on a ledge just above you at the start of a new game.

Unlimited lives—Touch the Lips, Ice cream, Violin, Earth and Snowman in that order
Invincibility (not permanent)—Touch the Cake, Hammer, Earth, Apple and Tap in that order
Refill energy—Touch the Penguin, Oil can, Watermelon, Earth and Racket in that order

JET GRIND RADIO

Sega Scream

If you press **A, B** or **START** at least eight times during the copyright screen that appears at the start of the game, you'll hear the famous "Segal!" scream at the Sega logo instead of the "singing" version.

KARNAAJ RALLY

Cheat Codes

Choose an empty save slot at the "Select Career" screen and enter one of the following names to unlock various options:
L I G A - I—Unlock Level 2 tracks and vehicles, start with \$2,000 cash
L I G A - I I—Unlock Level 3 tracks and vehicles, start with \$3,000 cash
L I G A - I I I—Unlock Level 4 tracks and vehicles, start with \$4,000 cash
I D R U L E Z—Unlock all tracks and vehicles + bonus race in Career mode
L E P P A—Play as Mr. Leppa

KIM POSSIBLE: REVENGE OF MONKEY FIST

Password

Ron, Kim, Kim, Guard, Guard, Guard—Start new game with all extras unlocked
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push **Down** on the D-pad, the remaining characters are shown in the following order: Ron, Shego, Wade, Monkey Fist, Rufus, Draken, Guard.

KONAMI COLLECTOR'S SERIES

ARCADE ADVANCED

Secret Code

Choose any game from the main menu, then—when the game's "attract mode" or title screen appears—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a chime to confirm the code. This code has a different effect in each of the six games as follows:

Frogger—Enhanced graphics + music
Scramble—Enhanced graphics + music
Time Pilot—Rapid-fire (hold **A** button) + extra stage "7777 B.C." appears after Stage 5
Gyruss—Enhanced graphics, extra stages + lives
Yie Ar Kung Fu—Two extra opponents in 1p mode (Bishoo and Clayman)
Rush'n Attack—Start with seven lives instead of five + two extra stages appear after Stage 4

LEGO BIONICLE

Unlock Mini Games

Start a new game and enter one of the following codes as your character's name. After the adventure begins, pause and save your game, then pause again and quit. The corresponding mini-game will now be available from the Mini Games option at the main menu.
8 M R 4 7 2—Ussal Crab Dig

9 M A 2 6 8—Ngalawa Boat Race
5 M G 8 3 4—Koli Football
3 L T 1 5 4—Kewa Bird Riding
V 3 3 6 7 3—Huai Snowball Slings
4 C R 4 8 7—Ignalu Lava Surfing

LEGO: KNIGHTS' KINGDOM

Password

Y Z Z Y Z Y Z—100% story completion, all parts of Lost Key, Lord Vladek unlocked, Last Man Standing Mode unlocked

LEGO STAR WARS: THE VIDEO GAME

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes:

Powerful blasters—**Down, Down, Left, Right, Down, L**
Speed boost—**Right, Right, Down, Up, Right, L**
Get coins—**L, L, L, Right, Left, R, R, R**
Get a Repair Robot—**Down, Down, Down, Down, L, Right, Down, Right, L**
Play as General Grievous—**START, START, Down, Down, Down, Down, Down**
Play as C-3PO—**START, START, Left, Down, Right, Up, Right, Right**
Play as R2-D2—**START, START, Up, Up, Up, Up, Up, Up**
Play as Jar Jar Binks—**START, START, Down, Left, Right, Down, Left, Right**
Play as a Geonosian (with wings)—**START, START, Right, Down, Right, Down, Left, Up**
Play as a Battle Droid—**START, START, Left, Down, Down, Down, Down, Right**
Play as a Destroyer Droid—**START, START, Left, Up, Right, Down, Right, Up**
Play as Droid on a Hoversled—**START, START, Down, Up, Down, Up, Down, Up**
Play as a Droideka—**START, START, Down, Right, Left, Down, Right, Left**
Play as a Repair Droid—**START, START, Up, Up, Up, Down, Down, Down**
Play as R4-P17—**START, START, Up, Down, Up, Down, Up, Down**
Black light saber, force and blaster fire—**L, L, R, START**
Blue light saber, force and blaster fire—**R, R, R, START**
Green light saber, force and blaster fire—**R, L, R, START**
Purple light saber, force and blaster fire—**L, R, L, START**
Red light saber, force and blaster fire—**L, R, R, START**
Yellow light saber, force and blaster fire—**R, R, L, START**
Strange colors—**L, L, L, Left, Left, R, R, Right, Right, Down, Down, Down, Select**
Sheep mode—**L, R, L, Down, Up, R, R, Right, Left, Down, Right, Right, Select**
View all cutscenes—**R, L, R, R, Down, Down, Up, Down, Down, Select**
View a random Yoda quote—**Down, L, R, SE-LECT**

LULO & STITCH

99 Lives

Highlight "Start Game" at the main menu, hold **R + SELECT** and press **A** to begin the game with 99 lives.

MEN IN BLACK: THE SERIES

Cheat Passwords

L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons
Stage Passwords
F G H T R M N S—Episode Two: Forest Landing Site
H S D S H S B S—Episode Three: Alien Technology Lab
M X N M S N N G—Episode Four: Rocket Silo
T H X B S C K—Episode Five: MIB Safe House
N N T N D W N Y—Episode Six: Halloween in Manhattan

MORTAL KOMBAT: DEADLY ALLIANCE

Quick Koins

Choose "Profile" from the main menu, then create a new profile and enter your name as "KWIKKASH." You'll start with 25,000 coins.

MORTAL KOMBAT: TOURNAMENT EDITION

Change Weapon Colors

At the match-up screen before a fight, press any of the following button combinations and hold them down until the battle begins to change the color of your weapons:
Black—Press and hold **Up + L + R**
Blue—Press and hold **Up + A**
Green—Press and hold **Up + L**
Orange—Press and hold **L + R**
Purple—Press and hold **Up + R**
Red—Press and hold **R + A**
Yellow—Press and hold **L + A**

MR. DRILLER 2

Cheat Code

Start a game in Mission Driller mode, then pause the game and press **Down**, **SELECT**, **Up**, **Down**, **L**, **R**, **Down**, **Up**, **R**, **L**, **Up**, **A** to earn 10 lives.

THE MUPPETS: ON WITH THE SHOW!

Cheat Password

Choose "Continue" from the main menu and enter the password "K07G6" to unlock all of the difficulty settings and Activity Mode mini-games.

NBA JAM 2002

Unlock Beach and Street Courts

At the main menu, select "Season," then select "Password" and enter "LHNGGDBLBJGT" as your password. The text "Courts Unlocked" will appear briefly at the bottom of the screen.

NFL BLITZ 20-02

Secret Teams

At the title screen—after the words "PRESS START" appear—press **A**, **SELECT**, **Up**, **Right**, **Down**; you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.

Cheat Codes

Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L**, **B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

4-3-2—Infinite Turbo

1-3-2—Ancient coliseum

2-2-5—Snow stadium

3-1-3—Shadow players

NICKTOONS RACING

Cheat Code

At the main menu, hold the **R** button and quickly press **START**, **SELECT**, **L**, **SELECT**, **START**; you'll hear Stimpys say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

NICKTOONS UNITE!

Passwords

J A Z M I N E—Level 2 (Fenton Lab)
P A U L I N A—Level 3 (Vlad's Chateau)
S K U L K E R—Level 4 (Bikini Bottom)
P A T R I C K—Level 5 (Chum Bucket)
M E R M A I D—Level 6 (Plankton)
S C A L L O P—Level 7 (Timmy's Home)
B A B Y S I T—Level 8 (Dimmsdale Dump)
G O D D A R D—Level 9 (Crocker's Locker Room)
E S T E V E Z—Level 10 (Jimmy's Lab)
L I B E R T Y—Level 11 (Subterranean Caves)
S K Y L A R K—Level 12 (Prof Calamitous' Lab)

NO RULES: GET PHAT

Passwords

1 3 T Y N L P 1 8 J 3 4—Level 1 Boss
P P T D D L S 1 8 J 2 6—Level 2 Boss
K 7 R F N L K H 8 J 3 9—Level 3 Boss
T F Q F N L 9 H 8 J 2 R—Level 4 Boss

ODDWORLD: MUNCH'S ODDYSSEY

Password

T H Q M P M D 1—Unlock Music Player

OPERATION: ARMORED LIBERTY

Passwords

B K F S Z W—Mission 2
D F F S K Z—Mission 3
S K X S Z P—Mission 4
Q K F S Z B—Mission 5
B K F S J Z—Mission 6
B K F J Z C—Mission 7
D Y F S Z J—Mission 8
V K F S Z Q—Mission 9
S K F S P Z—Mission 10

PAC-MAN COLLECTION

Pac-Attack Puzzle Mode Passwords

S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

THE PINBALL OF THE DEAD

Passwords

Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press **R** at the Options menu to view the Sound Test, Movie Test and View Ending options.
! 0 P 3 N S N D T 3 S T !—Unlock Sound Test
M 0 V 1 3 P L 3 S 3 N T !—Unlock Movie Test
S H 0 W M 3 3 N D 1 N G !—Unlock View Ending
D O N T N 3 3 D M 0 N 3 Y—Unlock Boss Mode at Game Start menu

PIRATES OF THE CARIBBEAN

THE CURSE OF THE BLACK PEARL

Cheat Passwords

Choose "Continue Game" from the main menu, then enter any of the following cheat codes:
1 M M 0 R T 4 L—Infinite lives
B V L L 1 T Z—Infinite bullets/cannonballs
G 0 0 D 1 3 S—Start with pistol, sabre and triple cannons
S H 3 3 P—Soldiers and pirates turn into explosive sheep as soon as they see Jack

G 3 N 1 V S—More aggressive enemies

C R 3 D 1 T S—See the game's credits

L 1 T T L V N—See a picture of a baby

Stage Passwords

V T T W 8 4 Q 3 N G—Find the five bags of gold
N 1 F 3 P G 7 C 7 T—Defeat the merchant vessels
2 W 0 G 2 H 8 0 1—Find the buried treasure
L R W 7 0 9 C 7 X 8—Explore the pirate caves
W K 3 1 J M V Z 1 H—Bring Sightless Sam to Crooked Cove
N G 3 J H 5 P 9 M 6—Find the King's Gold
0 T T Y ? M T S H Q—Defeat the British fleet
T 1 F 5 M 1 8 3 1 Q—Find the corvette
S 3 Y P 1 P ? C 9 2—Find the Dog's Tongue at Dodo Perch
7 W 1 N N X D J Z 4—Find the treasure on Scurvy Beach
N G J V R L T J 7 X—Loot the temple on Tum Boom Island
L H W 2 ? S H 5 1 B—Defeat the mysterious pirate ships
W K 3 9 J 6 Z 0 ? H—Rid Crooked Cove of the mysterious pirates
C X X 9 Y H R N G Q—Destroy the fort at Hispaniola
L H W 2 R 9 1 1 B 8—Explore the Aztec temple at Hispaniola
W K 3 7 C H T G P—Defeat the Spanish fleet
N G J X ? 5 7 0 V H—Defeat the ghost pirate fleet
0 T T 6 T W M ? 8 5—Escort the Governor to meet the Spanish ambassador
T 1 F X 4 J P 3 K C—Find the Aztec coin on Dead Man's Eye
6 L 9 G 4 N Z P P C—Bring nine lanterns to the cliff top
5 3 W M Q 6 J T 6 F—Battle the Black Pearl at the Isla de Muerta
7 W D 5 B 7 G 1 H—Follow the Black Pearl through the caverns
X W 5 G H 7 3 1 S—Find and defeat Barbosa
L H Y ? H Q 4 W 7 B—Final battle with Barbosa

Level Warp

With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the current stage.

Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.

POPEYE: RUSH FOR SPINACH

Password

From the main menu, enter the door marked "Options" and enter the following password:
F 4 B G * X T 5—100% completion

POWER RANGERS S.P.D.

Passwords

Z Z B—Episode 1
Z V C—Episode 2-1
Q Z B—Episode 2-2
Q V C—Episode 3-1
! 0 G—Episode 3-2
! 0 H—Episode 4-1
R 0 G—Episode 4-2
R X 4—Episode 4-3
Z 2 B—Episode 5-1
V 6 C—Episode 5-2
Q 2 B—Episode 5-3
L 6 C—Episode 6-1
! 4 G—Episode 6-2
W 8 H—Episode 6-3
R 4 G—Episode 7-1
M 8 H—Episode 7-2
O G D—Episode 7-3
0 B F—Episode 8-1
S G D—Episode 8-2
S B F—Episode 8-3

POWER RANGERS TIME FORCE

Password

Enter the password "8 Q 5 D" to start the game at the last boss.

POWER RANGERS WILD FORCE

Passwords

L M S B T—Ghost Town / Turtle Cove Park
3 4 S B T—Factory
M 3 9 B B—Turtle Cove Harbor
N 5 9 B F—Cruise Ship
P P S B G—Temple Ruins / Jungle
7 P 9 C D—Animarium

R-TYPE III: THE THIRD LIGHTNING

Passwords

At the main menu, highlight "Resume" and enter any of the following passwords to warp to the desired level.

5 B D G B—Stage 2

5 H H L Q—Stage 3

5 M G L T—Stage 4

5 R F L X—Stage 5

5 W D L O—Stage 6

RAMPAGE PUZZLE ATTACK

Password

G J P P N L P T N Q—All stages and characters

RAYMAN ADVANCE

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.

99 lives—**Left, Right, Down, Right, Left, R**

Unlock all levels—**Up, Left, Right, Down, Right, L**

Invincibility—**Right, Up, Right, Left, Right, R**

All powers—**Down, Left, Right, Left, Up, L**

25 extra Tings—**R, Up, Left, Right, Left, L**

Infinite Continues

At the "Continue!" screen, press **Up**, **Down**, **Right**, **Left**, **START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L** + **R** simultaneously

Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L** + **R** simultaneously

Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Right**, then **L** + **R**

THE RIPPING FRIENDS

Password

Choose "Password" from the main menu and press **Right**, **L**, **Up**, **Down**, **B**, **Left**, **Left**, **Right**, **Left** to unlock all levels in one-player, multiplayer and Deathmatch modes.

RIVER CITY RANSOM EX

Cheat Codes

Press **START** to pause the game, then select "Status." At the Status screen, select "Name" and change your characters name to any of the following names to activate the desired cheat:

D A M A X—All abilities maxed out
P L A Y A—Earn \$999,999 instantly
F U Z Z Y—Enable Mach Punch, Dragon Kick, Acro Circus, Grand Slam, Javelin Man, Slick Trick, Nitro Port, Twin Kick, Deadly Shot, Top Spin, Helicopter and Torpedo techniques
W U Z Z Y—Enable Slip Happy, Pulper, Headbutt, Kickstand, Big Bang, Wheel Throw, Glide Chop, Head Bomb, Chain Chump, Jet Kick, Shuriken and Flip Throw techniques
W A Z Z A—Enable Boomerang, Charge It, Bat Fang, Flying Kick, Speed Drop, Bomb Blow, Killer Kick, Bike Kick, Slam Punk, Dragon Knee, God Fist and Hyperguard techniques
B E A R—Enable PhoenixWing, Inlines, Springlines, Rocketeers, Air Merc's, Narcisioes, Magic Pants, Pandora Box, Skaterz and Custom Fit at the Techniques menu
X T R A 0—Add Custom Char to Item menu
X T R A 1—Add Custom Self to Item menu
X T R A 2—Add Custom Move to Item menu
E R A Z E—Erase all saved character data

ROBOTEC: THE MACROSS SAGA

Cheat Codes

Enter these codes at the title screen, while the words "Press Start" are flashing. You'll hear a chicken clucking each time you enter a code correctly.

Unlock all missions—**Up, Down, Up, Down, L1, R1, L1, R1**

Infinite lives—**Right, Right, Right, Up, Up, L1, L1**

Maximum upgrades—**Up, Right, Down, Left, R1, L1, L1**

All characters—**Down, Down, Down, Down, Down, R1, R1**

ROCK 'N ROLL RACING

Secret Character

At the Character Select screen, highlight Tarquin, then hold **L** + **R** + **SELECT** and press **Right**. Olaf from *The Lost Vikings* will become playable in both Normal and Vs. modes.

Secret Race

Choose Vs. mode at the main menu. Select your player and vehicle, then choose "Change Planets" from the menu at the bottom of the screen. Highlight the planet NHO, then hold **L** + **R** + **SELECT** and press **Right**. Now you can race against J.B. Slash on the Inferno track, which is available only in Vs. mode.

SCOOPY-DOO AND THE CYBER CHASE

Cheat Code

Enter "C H T M D 2" at the Password menu to unlock the following functions:

- Hold **SELECT** and press **R** to skip the current stage

- Hold **SELECT** and press **L** to have the current character captured by the Phantom Virus

- Hold **SELECT**, then hold **START** to play in slow-motion

- Sound test options will appear at the bottom of the Options menu (press **B** to hear each sound)

THE SCORPION KING: SWORD OF OSIRIS

Stage Select + Character Select

At the main menu, select "Continue," then press **Down**, **Down**, **Right**, **Up**, **Right**, **Down**, **Down**, **START**. A stage select menu will appear. At the stage-select menu, point the arrow to the name of the stage you want to play, then press **START** to play as Mathayus or press **SELECT** to play as Cassandra.

SEGA SMASHPACK

Ecco the Dolphin: Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right**, **B**, **R**, **B**, **R**, **Down**, **R**, **Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Sonic Spinball: Stage Select

Choose "Options" from the title screen, then—when the Options menu appears—press **L**, **Down**, **R**, **Down**, **A**, **Down**, **L**, **R**, **Up**, **L**, **A**, **Up**, **R**, **A**, **Up**; you'll hear a fanfare to confirm the code. Now return to the title screen and enter one of the following codes:

- Hold **L** and press **START** to warp to the "Lava Powerhouse" stage.

- Hold **A** and press **START** to warp to the "Show-down" stage.

Sonic Spinball: See the Credits

Choose "Options" from the title menu, then—when the Options menu appears—press **A**, **Up**, **R**, **Up**, **L**, **A**, **R**, **Down**, **A**, **L**, **Down**, **R**, **L**, **Down**; you'll hear a fanfare and the game's credits will appear.

SHINING SOUL

Stat Boost

At the beginning of the game, if you name your character after one of the classic *Shining Force* heroes, they'll receive a status boost in the field most useful to that character's class. For example, if you name your warrior Max, he will receive a +10 boost to his strength. You won't see the stat increase until after the game starts and you take control of your character.

Max—Gives Warrior +10 Strength
Anri—Gives Wizard +10 Intelligence
Hans—Gives Archer +10 Vitality
Bleu—Gives Dragonite +10 Dexterity

THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions

Choose "Options," then select "Set Password" and input the following Simpsons character icons: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney.

SMASHING DRIVE

Unlock All Shifts

Choose "Options" from the main menu, then select "Password" and enter the code "M2CC" to unlock all shifts.

SONIC ADVANCE

Play as Sonic w/Tails

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press Up, Right, Down, Right, L, Right, R, Right, A. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Auto Play Mode

At any time during gameplay, hold L + R and press Up, Left, A, Left, A, Down, Right, B, Right, B. You'll hear a shout to confirm the code. Now the game will play by itself.

SPACE INVADERS

Cheat Codes

Enter any of the following codes at the title screen, while the words "Press Start" are flashing:

Access cheat menu (stage select/permanent shield)—B, A, SELECT, SELECT, B, A, Left, Left
Invincibility in Classic mode—Left, A, SELECT, SELECT, Up, Up
Unlock Maniacal skill level—B, A, Down, B, A, Down, B, Up, SELECT

SPIDER-MAN: MYSTERIO'S MENACE

Password

Enter the password "J V 3 1 -" to begin the game with all levels unlocked and all items.

SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN

Password

9 7 7 9 2 ?—All levels and 100% Doubloons in each level

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Password

W M B T—All levels unlocked

SPY HUNTER

Secret Codes

Enter any of the following codes as your name when creating a new agent file; the corresponding cheat will then be active, but only when using that particular file:

E D A C R A—Unlock Arcade Mode
S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu
B U Y M K D A—Unlock all cheats at System Options menu

Unlock Everything

Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST." Next, select the second agent file and enter your name as "GAME," then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.

Blood Code

During any of the "Eliminate Chickens" stages, press START to pause, then press Left, Left, Right, Right, Right, Left, Left, A to make the chickens bleed when you hit them. Enter the code again to disable it.

Clear Cartridge Memory

To reset the "Top Agents" high score table in Arcade Mode, press Up, Up, Down, L, R, L at the copyright screen that appears when you first

turn the game on. To erase the entire cartridge memory—including all saved game data—press Left, Left, Right, Left, R, R at the copyright screen.

SPYRO ORANGE: THE CORTEX CONSPIRACY

Secret Codes

At the Story Mode/Party Mode/Trading/Credits menu, press L + R to access the cheat code entry screen and enter any of the following codes. Note: The "gems" codes can only be used once in each saved game.

V 1 S 1 0 N S—100 gems
T 4 P 1 0 C 4—200 gems
S 0 Y B 3 4 N—"O Sheep" card
V 4 N 1 L L 4—"Stone Riptoc" card
B 4 1 S 0 K V—Spyro breathes sheep instead of flame
S P Y R 0—Orange Spyro
S P 4 R X—Orange graphics
P 0 R T 4 L—Purple graphics
G 3 M Z—Black & white graphics
Crash Party USA Mini-Game
Hold L + R when turning on your Game Boy Advance with *Spyro Orange* inside. Instead of *Spyro Orange*, the "Crash Party USA" mini-game will appear.

STAR WARS: FLIGHT OF THE FALCON

Cheat Codes

At any time during gameplay, press START to pause, then hold the L + R buttons and press Up, Right, A, START, A, Down, A, START, START. The game will automatically pause. Press START to pause again, then press A to quit. Now you can enter the following cheat codes by choosing "Password" from the main menu:

S P V D—Infinite shield
M 0 N G—Infinite lives
B L 0 B—Unlimited missiles
G 0 G 0—Rapid-fire for main weapon (hold A button)
F V N K—Unlock all levels
G 0 0 N—Add "View Credits" option to Options menu
F 4 C 3—View developer image gallery

STAR WARS: THE NEW DROID ARMY

Cheat Codes

Enter any of the following codes at the password menu. An "invalid password" message will appear, but the cheats will still take effect.

2 D 4—Enable stage select (press L or R at the main menu to choose a stage)
F R C—Unlock all force powers
8 1 T—Start with 200 health and Force power
S K Y—Play as Luke Skywalker
B T W—Diagonal control scheme
L N G—Unlock "Language" option at Options menu

STAR X

Cheat Passwords

Choose "Start" from the main menu, then select "Password" and enter the following codes:

G S H A R D—Invincibility
G S B O O M—Infinite Smart Bombs
G S M A X—Always have max. weapons

SUPER ARMY WAR

Passwords

Choose "Code" from the main menu, then enter any of the following codes:

1 2 8 4 6—Unlock all battle campaigns
4 4 4 4 2—Change all vehicles to modern military vehicles

SUPER MONKEY BALL JR.

Cheat Codes

Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly or they won't register.

Unlock all stages in Practice mode, all mini-games and "Credits" option at the Game Options screen—Down, Down, Up, Left, Right, Left, Right, B, A

Blocky graphics with improved frame rate—Left, Left, Right, Right, Down, Down, A
Display "Nice Try" message—Up, Up, Down, Down, Left, Right, Left, Right, B, A

SUPER PUZZLE FIGHTER II

Play Against Devilot

To play against Devilot in Arcade Mode, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
 2. Have at least one Super Combo.
 3. Have a "Max. Chain" of 4 or more.
 4. Have a "Max. Power Gem" of 20 or more.
 5. Reach Stage 7 without using any continues.
- Play Against Dan
To play against Dan in Arcade Mode, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in Arcade Mode or Link Battle mode:

Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, Left, A
Akuma (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, Right, A

Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, A

Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A

Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, A (same as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A (same as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, A

Hsien-Ko's sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, A

Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, A

Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, A

TACTICS OGRE: THE KNIGHT OF LODIS

Music Mode

At the main menu, select "New Game." When the "Enter Name" prompt appears, enter "MUSICON" as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

TEENAGE MUTANT NINJA TURTLES

Extra Difficulty

At the title screen—when the words "Press Start" appear—press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear a cheer to confirm; now the "Very Hard" difficulty setting is unlocked.

Bonus Game Passwords

L S M M S—Unlock Course 1
S S L D M—Unlock Course 2
M S S L D—Unlock Course 3
S R L M D—Unlock Course 4
L S D R M—Unlock Course 5

TEENAGE MUTANT NINJA TURTLES 2

BATTLENEKUS

Passwords

D D R S M S R—Unlock Course 16 in battle mode
R D L D S M D—Unlock Course 16 in race mode
S M R D L M L—Unlock Map 17 in battle mode
M D S M S D M—Unlock Course 17 in race mode
L M S L S R S—Unlock Map 18 in battle mode
S R M L D D R—Unlock Course 18 in race mode

TERMINATOR 3: RISE OF THE MACHINES

Passwords

N R B G B—Level 2: Freeway System
R W H G K—Level 3: I Loved L.A.
N G G C—Level 4: Future CR5
B M F G T—Level 5: Robot Factory
L R H G F—Level 6: Encounter
N R P G D—Level 7: Graveyard
R L P G J—Level 8: CR5 Compound
L W R G H—Level 9: Test Area
J G S G F—Level 10: Give Me Shelter

TETRIS WORLDS

"Popular" Mode

Choose "Marathon" from the main menu, then hold L and press SELECT at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

TOP GEAR RALLY

Secret Codes

Choose "New Game" from the main menu and enter any of the following codes at the "name entry" screen:

r o g u e o p s—All obstacles are replaced with cows (which you can drive right through)
m o n w a l k—Low gravity

r c r a c e r s—Tiny car
h o v e r c a r—Hover car

TRON 2.0: KILLER APP

Cheat Codes

At the title screen—when the words "PRESS START" are flashing—enter any of the following codes. You'll hear a sound to confirm each code. Unlock all mini-games—Left, Left, Left, Up, Right, Down, Down, SELECT
Unlock all Battle Mode maps—Up, Down, Up, Down, Up, Down, Up, Left, SELECT
Unlock all Chips—Right, Right, Left, Left, Left, Right, Right, Up, SELECT (note: this code also enables the "Cheats" option at the pause menu)

TUROK: EVOLUTION

Inventory Password

Enter K L 9 8 7 N T 4 6 5 as your Inventory Password to start with lots of weapons and ammo.

ULTIMATE ARCADE GAMES

Cheat Codes

Enter the following codes at the main menu. You'll hear a confirmation sound each time you enter a code correctly.

Unlock all 12 Arcade Games—L, L, L, R, L, R, Left, Up, Right, Down, Left, Up, Right, Down, R, L, R, L, SELECT

Unlock all 120 Challenges—L, L, L, R, L, R, Left, Up, Up, Up, Down, Down, Left, Up, Right, Down, SELECT

URBAN YETI!

Passwords

Choose "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with three credits:

F O R E W O R D—Level 1: Industrial Island
H A M S T E A K—Mini-Game: Soup Kitchen Manager
N I T E T I M E—Level 1: Industrial Island (Part 2)
V E N G E F U L—Level 2: The City
P I N G P O N G—Mini-Game: Discus Tournament
D U M P S T E R—Level 3: The City
Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun
C I T I Z E N S—Level 4: The Suburbs
P R O V I D E R—Mini-Game: Yeti Chicken Rancher
T O N Y G O L D—Secret cheat menu
B S W S B S W S—Weird screen

WARIO LAND 4

Karaoke Mode

Enter the Sound Room, then press Up + START + SELECT + L + R. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune. While the song plays, you can use the following commands to modify it:

Tap Up repeatedly—Raise pitch
Tap Down repeatedly—Lower pitch
Tap Left repeatedly—Slow down
Tap Right repeatedly—Speed up
Press L or R—Toggle vocals on/off

WOLFENSTEIN 3D

Secret Codes

Press START at any time during the game to pause, then enter any of the following codes at the Options menu:

All weapons and keys for the current level/refill health and ammo—Hold L + R and press A, B, B, A, A, A, A
Invincibility—Hold L + R and press A, A, B, A, A, A
Skip to the next floor—Hold L + R and press A, B, A, A, B, B, B, A (enter this code in the first level to play a secret stage)
Skip to 9th floor—Hold L + R and press A, B, A, A, B, B, A, A

X2: WOLVERINE'S REVENGE

Cheat Codes

At the "Select Slot" screen, hold the L button and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly.

Invincibility—Down, Up, Down, Down, Up, Down, SELECT

100 lives—Right, Right, Right, Right, Right, Right, Right

Unlock all power-ups—Right, Left, Right, Left, Right, Left, Right

Health recovers when claws are extended—Right, Up, Down, Right, Left, SELECT, SELECT

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Bonus Stage Menu

At the stage-select screen, hold the SELECT button and press L, L, B, A, R. A secret menu will appear that allows you to play any of the game's mini-battles.



Nintendo DS tips

ADVANCE WARS: DUAL STRIKE

Unlock Additional Battle Maps

Insert either of the *Advance Wars* Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and Advance Warpaper Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Warpaper 2 Battle Maps. Each of these maps can be purchased for only one point.

Unlock Advance Wars Custom Map

At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

ANIMAL CROSSING: WILD WORLD

Get a Golden Shovel

Buy a second shovel from Tom Nook and bury one of them in the ground. Remember where you buried it, and dig it up 24 hours later to find a Golden Shovel. The Golden Shovel can be used to plant money trees, although they will not always bear fruit.

Get a Golden Net

Catch all the bugs that appear in the game to get the Golden Net from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that bugs given to you by another player do not count toward getting the Golden Net. The Golden Net is wider than the regular net, making it easier to catch bugs.

Get a Golden Rod

Catch all the fish that appear in the game to get the Golden Rod from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that fish given to you by another player do not count toward getting the Golden Rod. The Golden Rod makes it slightly easier to catch fish.

Get a Golden Can

Once Pelly or Phyllis deems your town perfect, keep it perfect for 16 days. The next time you speak to Pelly or Phyllis, you'll get the Golden Can. Using the Golden Can on withering flowers can turn flowers gold.

Get a Golden Slingshot

Shoot 15 floating presents out of the sky with the Slingshot. The 16th present you see float by will be the Golden Slingshot, so don't miss it! The Golden Slingshot fires three bullets at a time, making it easier to shoot down presents.

Get a Golden Axe

Buy a red turnip from Joan and bury it in the ground. This starts a long trading quest which can get you some rare items, such as Tom Nook's Pic, K.K.'s pic, Pascal's Pic and the Golden Axe. Water the red turnip daily and dig it up later. (For this purpose, you can dig it up after one day if you don't feel like spending the time.) The next time Wendell is in town, give him your red turnip. He'll either give you the country guitar or the turban. If you get the country guitar, give it to K.K. Slider the next Saturday and he'll give you his picture. But if Wendell gives you the turban, give it to Saharah to get either a message chair or a red vase. Give the red vase to Crazy Redd when he's in town to get the safe, which you should give to Tom Nook in exchange for his picture. If you got the message chair, give it to Tortimer on your town's next holiday to get a scallop. Give the scallop to Pascal when you next see him to get either the Golden Axe or Pascal's pic. You can start the quest over (by purchasing another red turnip) if you want to keep all of the items mentioned above.

CASTLEVANIA: DAWN OF SORROW

Unlock Items

If you start a new game of *Castlevania: Dawn of Sorrow* with a copy of the Game Boy Advance game *Castlevania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

THE CHRONICLES OF NARNIA

THE LION, THE WITCH AND THE WARDROBE

Enter the following codes at the title screen/main menu:

Invincibility—A, Y, X, B, Up, Up, Down, Down
Restore health automatically—Left, Right, Up, Down, A, A, A, A

Stronger attacks—A, Up, B, Down, X, X, Y, Y
Stronger weapons—Left, Up, A, B, Right, Down, X, Y

Max. money—Up, X, Up, X, Down, B, Down, B

Max. stats—Left, B, Up, Y, Down, X, Down, A

Get armor—A, X, Y, B, Up, Up, Up, Down

DRAGON BOOSTER

Passwords

Choose "PassWord" from the main menu and enter any of the codes listed below. Note: For clarity's sake, we will identify the password symbols by numbering them from left to right according to the following legend:

1—Penn Racing symbol (gold), back row

2—Dragon Eye symbol (black), front row

3—Dragon Flares symbol (red), back row

4—Army of the Dragon symbol (purple), front row

5—Grip of the Dragon symbol (dark green), back row

6—Prophets symbol (orange), front row

7—Inner Order symbol (dark blue), back row

8—Dragon Fish symbol (light blue), front row

9—Dragon Wind symbol (white), back row

10—Will of the Dragon symbol (brown), front row

11—Mechanists symbol (gray), back row

12—Keepers symbol (light green), front row

13—Voice of the Dragon symbol (cyan), back row

Each time you enter a password correctly, you'll see the word "SUCCESS" flash on the top screen.

9, 13, 6, 5, 5, 12—Unlimited sprint meter

8, 9, 7, 10, 5, 13—999,999 dracmas (money)

2, 5, 4, 11, 6, 2—Unlock Shadow Booster and Shadow Dragon

12, 6, 12, 10, 13, 3—Unlock Dragon Booster and Legendary Beau

5, 12, 13, 5, 8, 11—Obtain Green Charging Gear

9, 2, 13, 8, 1, 12—Obtain Blue Energy Bolt Gear

13, 9, 8, 12, 10, 1—Skills Competition vs. Wulph

1, 9, 3, 6, 5, 2—Dragon-Human Duel vs. Reepy

1, 7, 5, 3, 2, 11—Sprint meter cannot be recharged

11, 11, 11, 11, 11—Obstacles and enemy attacks do super damage to your character in All City Race/Free Run

7, 8, 13, 12, 10, 10—Draconium bars in All City Race/Free Run are replaced by sushi

7, 8, 13, 12, 10, 10—Draconium bars in All City Race/Free Run are replaced by sushi

FEEL THE MAGIC: XY/XX

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XY/XX* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17

Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19

Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20

Insert *Chu Chu Rocket!* cartridge—Unlock Maniac Head Piece 22

Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21

Disappearing Bikini

Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female silhouette.

Sample Your Voice

Press Down + Y at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press Down/Left + X to play it at a slower speed or press Down/Right + X to speed it up.

FROGGER: HELMET CHAOS

Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:

Frogger's Journey: The Forgotten Relic—Unlocks Punk costume

Frogger's Adventures 2: The Lost Wand—Unlocks Pirate costume

KIM POSSIBLE: KIMMUNICATOR

Cheat Codes

At any time during gameplay (not while paused), hold L + R and enter any of the following codes. You'll hear a chime to confirm as soon as you release the L and R buttons.

Refill health—A, A, A, Y

Invincible to enemy attacks—Y, Y, X, A, B

One extra life—A, A, A, Y, X, Y

99 lives—A, A, A, Y, X, Y, B, A

9,999 electronic parts—Y, Y, X, B, A, Y

Max. gadgets/medkits—Y, Y, X, B, A, Y, Y, A

Unlock all missions—X, Y, X, A, X, B

Unlock all outfits—B, A, X, Y, A, B

KIRBY: CANVAS CURSE

Secret Characters

• Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

• Dedede Ball—After you unlock the Waddle Dee Ball, you can buy the Dedede Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

• Meta Knight Ball—After you unlock the Dedede Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• Waddle Doo Ball—After you've beaten the game at least once, insert Kirby and the Amazing Mirror or Kirby: Nightmare in Dreamland into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby: Canvas Curse, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

Jump Game Medal

The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

NINTENDOGS

Extra Treats

When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

Constant Walks

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

Mystery Presents

When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map.

PING PALS

Special Holiday Items

Play the game on the following dates (or change the date at the DS Clock menu to the date indicated) to unlock the corresponding item in the Shop:

Birthday hat—Play on the date that you specified as your birthday in the DS User menu

Valentine (boy)—Play on February 14th

Valentine (girl)—Play on February 14th

Snowflake sweater—Play on March 17th

Bat Treats—Play on October 31st

Jack hat—Play on October 31st

Succubus—Play on October 31st

Elf skirt—Play on December 25th

Jolly suit—Play on December 25th

Merry cap—Play on December 25th

"Miss" Month—Play on the 1st of the month

"Mr." Month—Play on the 15th of the month

Unlock Shantae Background

At the main DS menu (before you start to play

Ping Pals), select the DS icon at the bottom of

the screen to enter the system settings menu.

Select the clock/calendar icon, then change the

current time to 23:59 or earlier. Now turn on

the DS and watch the seconds hand of the clock

on the upper screen at the main DS menu.

When the clock reaches midnight (00:00), you'll

hear a chime; you must tap the "Ping Pals/THQ"

button (to load the game) at that exact second.

When the game starts, check the item shop and

you'll find the Shantae Background available for

sale.

Hi-Lo Trick

When you lose a round in the Hi-Lo game, exit the game before Snakey takes your coins and you won't lose them.

Money Words

Send these "money words" in chat messages to earn some extra dough:

Common words (10 coins each)

address	airhead	bald
billion	bloody	blue
bunk	cake	camp
cute	cya	dance
decorate	dinner	dog
fluff	found	freak
friendly	game	garlic
green	gym	hair
hamburger	hate	hate
ice	introduce	invent
kitty	lame	laugh
lost	lunch	mask
pizza	poor	pop
purse	recess	red
relish	sad	scarf
sunny	thanks	thin
trendy	ttly	universe
upset	wallet	wannabe
world	yellow	young

Uncommon words (25 coins each)

abs	abundance	acne
amazing	answer	argument
asparagus	attack	average
baboon	bar	basket
beauty	beverage	bikini
bloom	blouse	boil
botanical	brat	brilliant
buff	busy	carbonate
castaway	chance	cheat
chocolate	clone	code
collection	communicate	conform
consequences	contract	contribute
corporation	creature	criminal
crossbow	cruise	crustacean
dandruff	delicious	directions
disaster	discover	dragon
drama	drive	dubious
eclipse	ecology	edgy
eggplant	email	engagement
envelope	evaluate	excitement
explore	faith	famous
fatal	finish	flake
foreign	forget	frankly
gift	giggle	giver
goblin	grenade	grotesque
gullible	gum	handle
hidden	high	hook
hug	hummingbird	hunk
infatuated	inspection	insurance
intolerant	jail	judge
kangaroo	lavender	leader

loaf
magazine
master
mediocre
molasses
natural
obsessed
outgoing
pantyhose
peanut
pigeon
pimple
pixie
potter
predator
promise
queen
release
saliva
selfish
shoot
single
soothsayer
spirit
states
tasty
thesaurus
timing
toothpaste
tranquil
turnover
uranium
velvet
wee
western
wisdom

loose
makeup
maximum
message
mysterious
northern
only
outrageous
paprika
personal
pillowcase
pineapple
pomegranate
prayer
president
property
radical
religion
sasquatch
seven
shot
skirt
spider
spit
sugar
tease
thing
tipsy
tradition
trek
turtle
vampire
void
weep
whale
yeti

lover
massage
medication
mister
ninja
notes
opera
oy
parents
persuade
pilot
pirate
ponder
precious
princess
pumpkin
rash
request
satisfaction
sharp
sidekick
soap
spin
squid
swing
tech
ticklish
toilet
trampoline
trunk
united
vegetarian
vote
weight
whirlwind
zipper

Rare words (100 coins each)

aquarium
batteries
blimp
camel
chronological
consume
ego
enigma
fiber
ginger
granny
hunchback
kingdom
magnificent
nutritional
particular
platypus
protect
rhapsody
stud
surgery
trinket
warp
wizard

awesome
behemoth
bonus
carbon
cinnamon
crochet
encyclopedia
enterprise
fluorescent
glamorous
hangnail
incognito
industrial
link
mushroom
paranormal
peppercorn
poker
quantum
sonic
stupendous
taxes
wait
wayforward
zoology

barnacle
blam
boss
cavity
cleaver
egghead
enemy
fantasy
gargoyle
god
hopeful
industrial
link
mushroom
paranormal
peppercorn
poker
quantum
sonic
stupendous
taxes
wait
wayforward
zoology

Ultra Rare Words (1,000 coins each)

amplitude
blatherskite
cabbage
doddering
epoch
fisticuffs
goldilocks
isthmus
magenta
scalawag
stingray

antiquing
bombardment
cantankerous
dressage
equinox
fortuitous
gorgon
jab
oxymoron
skulduggery
undulate

baklava
bombastic
comatose
emu
fiddlesticks
genie
infidel
larval
planetarium
stenographer
weisenheimer

POLARIUM

Puzzle Passwords

The following puzzle passwords appeared on Nintendo's *Polarium* Web site in Japan. If you enter them by accessing the "Password" option from the Puzzles/Edit menu, you can save them as your own custom puzzles, to solve and to trade with the DS Wireless Link.

Butterfly (Difficulty: B)

1555687091
6678979883
8747064982
Snail (Difficulty: B)
8339424800
9646062300
0457745940

Praying Mantis (Difficulty: C)

3480165171
1324019772
6559620120
Ladybug (Difficulty: A)
9379907712
9473042823
5958316314

Unicycle (Difficulty: C)

1698755792
8627604792
7982270130
Tank (Difficulty: B)
1136090122
1631910712

9756880281
Yacht (Difficulty: B)
1789834650
3812497912
8027182363
Helicopter (Difficulty: A)
0022322272
669686682
5680298812
Bullet Train (Difficulty: B)
7429434404
8329657110
6243307220
Frog's Egg (Difficulty: B)
5327428421
2069693823
3703155252
Tadpole (Difficulty: B)
9469860962
5878052722
6289440620
Frog Legs Growl (Difficulty: A)
5150032423
8908656104
9836198302
Frog Legs Stretch (Difficulty: B)
0540032423
4726056433
5916134633
A Frog (Difficulty: C)
3676115712
0228200823
0328902051
Deep Sea Fish (Difficulty: B)
7377087823
9696523601
1417746460

Dolphin (Difficulty: B)
3627993323
5386168023
9479725992
Mouse (Difficulty: B)
0850282792
7037358582
8982849520
Whale (Difficulty: A)
5463495514
3856087300
2802547970
Dog (Difficulty: B)
3221856881
7492029752
3270097631
Hurdling: Start (Difficulty: C)
1561349514
6374867833
2331938542
Hurdling: One, Two... (Difficulty: A)
5158474853
5110172362
7865639114
Hurdling: Run (Difficulty: A)
5895195213
4817185272
7992597042
Hurdling: Stomp (Difficulty: C)
7260360692
3225142492
1350792561
Hurdling: Jump! (Difficulty: B)
9680142403
9801445413
3802892561

New Year's: First (Difficulty: C)
6376194533
3392063612
0333422504
New Year's: Month (Difficulty: C)
9003238362
7779948832
8779184492
New Year's: Mirror Rice Cake (Difficulty: B)
7044701872
5845352712
1839965200
New Year's: Spinning Top (Difficulty: C)
7213216913
9408120614
0333064982
New Year's: Kite (Difficulty: C)
2998645223
0405526703
7283197881
New Year's: Making Rice Cake (Difficulty: B)
5929202263
3244469873
4690449901
Small Christmas Tree (Difficulty: B)
6295140283
5838464283
9496629953
Speaking of Christmas... (Difficulty: A)
1720530914
8299307863
1335878990

Reindeer! (Difficulty: B)
2017400904
1652119703
9087037871
Santa Claus! (Difficulty: A)
5353915692
0707749873
0957486272
Is There a Present? (Difficulty: B)
1162795413
3533050523
2497699812
Falling Snow (Difficulty: B)
5366739804
7900610973
2232069010
What Kind of Egg Is It? (Difficulty: B)
9515672712
2935100823
3491897881
The Shell Is Breaking (Difficulty: B)
5160021442
6648100823
3759770031
Is It a Chick? (Difficulty: A)
3624810823
0564200823
1185058792
Is It a Chicken? (Difficulty: B)
5740203792
5599282204
6196931192
It's a Phoenix! (Difficulty: B)
0173421283
5281836004
5095940823

PUYO POP FEVER

Unlock All Gallery Items

Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cut scenes," hold the X button and press **Up, Down, Left, Right**. You'll hear a sound to confirm; now all of the cutscenes and the voice samples for all characters will be unlocked.

Endless Puyo POP Character Select/Pattern Change

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press **Up, Down, X, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active.

Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press **X, Down, Up, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.

Classic Pattern

If you hold X while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose. *Everybody Puyo POP Cheat*

To force the computer player(s) to lose during a game of Everybody Puyo POP, hold **L + R** and press **SELECT**.

Computer Control

In any game mode with a handicap option before the match, if you hold the **SELECT** button down while choosing your handicap, the computer will control your character.

Bonus Pictures

If you play *Puyo Pop Fever* with a copy of the Game Boy Advance version of *Puyo Pop Fever* plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

Microphone Tricks

- If you blow into the DS microphone at the main menu screens, bubbles will appear and the menu options will bounce.
- If you blow into the DS microphone during the instructional demo, the characters on the bottom screen will turn around to look at you.
- If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind; blow hard and he or she will be blown away.
- If you blow into the DS microphone during a match, your character will speak.
- If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from

falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the touch screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo will appear; after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo. If any one puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.

Secret Mini-Game

If you complete the WakuWaku Course or Hara-Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice). Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

RESIDENT EVIL: DEADLY SILENCE

Special Key

If you clear the game and get the "best" ending for either character, you will earn a special key. (To get the best ending when playing as Jill, you must rescue both Chris and Barry. To get the best ending when playing as Chris, you must rescue both Jill and Rebecca) If you load your game from a save where you unlocked the key, it will appear in your inventory at the start of the game. The key unlocks the door behind the dressing room (the room with the huge mirror on the wall) on the first floor of the mansion. You have to get the Armor Key first so you can unlock the big brown double doors to the east of the central room. Inside this room are brand-new outfits for Chris and Jill; one each in Classic mode and two each in Rebirth mode.

Master of Knifing

Beat the game once in either Classic or Rebirth Mode to unlock a five-stage mini-game called "Master of Knifing."

Rocket Launcher

If you beat the game in under three hours, you'll unlock a Rocket Launcher with unlimited ammo that you can use from the start.

Note that items that you unlock are restricted to the file you used to save your clear data—if you got it by playing Jill/Classic, you can only use the item during a replay of Jill/Classic, etc.

THE RUB RABBITS!

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *The Rub Rabbits!* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock 04 accessory in Maniac Dress-Up

Insert *Sonic Advance 2* cartridge—Unlock 04 accessory in Maniac Dress-Up

Insert *Puyo Pop* cartridge—Unlock 05 accessory in Maniac Dress-Up

Insert *Sonic Battle* cartridge—Unlock 06 accessory in Maniac Dress-Up

Insert *Space Channel 5: Ula's Cosmic Attack* cartridge—Unlock 06 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

SPIDER-MAN 2

Unlock All Special Moves

If you play *Spider-Man 2* with the Game Boy Advance game *Spider-Man: Mystery's Menace* inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.

TEENAGE MUTANT NINJA TURTLES 3

MUTANT NIGHTMARE

Cheat Passwords

At the "Play Selection" screen, choose "Option," then select "Input Password" and enter any of the following passwords:

D D R M L R D S—Changes Life icons into pizza icons
L L D M S R M D—Changes Crystals into Santa Claus icons
S R D S L L M S—Changes Crystals into Easter egg icons
D R S S M R L D—Changes Crystals into jack-o-lanterns



PSP tips

ARCHER MACLEAN'S MERCURY

Cheat Code

Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HG?", then return to the main menu. Now select "New Game" (or "Continue Game"); when the world select screen appears, hold L + R and press SELECT to unlock all of the levels (and most of the movies at the Watch Movies menu). Hold L + R and press SELECT again to lock the levels.

ATV OFFROAD FURY: BLAZIN' TRAILS

Cheat Passwds

Select "Options" from the main menu, then select "Player Profile." Scroll down to "Enter Cheat" and enter any of the following codes. Note the spaces in some of the codes. Also note the lowercase letters in the first code, and the number zero in the fifth code.

All ACCESS—Unlock everything except the Fury bike
BILLBOARDS—Unlock all music videos
DUBS—Unlock all tires
DUDS—Unlock all rider gear
NOGAME—Unlock all events
SMOG TEST—Unlock all exhausts
TO LAZY—Unlock all ATVs except the G-Ride or Fury bike
TRICK IT OUT—Unlock all bike parts
\$MONEYBAG\$—Earn 1500 credits
+THREE—Unlock Ravage Talon ATVs

CRASH TAG TEAM RACING

Cheat Codes

At the title screen, hold L + R and enter any of the following codes. You'll hear a sound to confirm each time you enter a code correctly.
Unlock alternate Crash costume—□, 0, □, 0
Toy car mode—0, 0, Δ, □
Increased driving speed—0, 0, Δ, Δ
Disable HUD—□, □, Δ, 0
Townfolk have chickens for heads—□, 0, 0, □
Destroy rival cars upon collision—□, 0, 0, □

DARKSTALKERS CHRONICLE

THE CHAOS TOWER

Unlock EX Options

At the main menu, highlight "Options," hold the L button and press X. Continue to hold the L button down until the EX Options menu appears. Here you can set the number of Specials you start with and more.

Secret Characters

Enter the following codes to reveal secret characters at the character-select screen in Arcade mode:

Oboro Bishamon—Highlight Bishamon, hold START and press any Punch or Kick button
Shadow—Highlight the "?" box, press the START button five times, then press any Punch or Kick button (Note: Shadow always assumes the form of the character who lost the previous match.)

Marionette—Highlight the "?" box, press the START button seven times, then press any Punch or Kick button (Note: Marionette always assumes the form of her opponent.)

Alternate Stage Colors

At the Stage Select screen in Network or Training mode, highlight the name of any stage, hold the START button and press any Punch or Kick button to play in an alternate version of that stage with different colors.

DEAD TO RIGHTS: RECKONING

Unlock All Cheats

Enter "DoggieStyle" as your profile name (be sure to capitalize only the "D" and the "S"). Now choose "Options" from the main menu and the "Cheats" menu will be unlocked.

DEATH JR.

Cheat Codes

At any time during gameplay, press START to pause the game, then hold the L button and enter any of the following codes. Note that many of these codes have effects that can be turned off by entering the same code again.
Increased health and damage resistance—Up, Up, Down, Down, X, 0, Δ, □, X, X
Invincibility—Up, Up, Down, Down, Left, Left, Right, Right, □, Δ

Unlock all weapons—Up, Up, Down, Down, Left, Right, Left, Right, X, 0

Refill ammo—Δ, Δ, X, X, □, 0, □, 0, Down, Right

Unlimited ammo—Δ, Δ, X, X, □, 0, □, 0, Right, Down

Fill Pandora Assist meter—Up, Up, Down, Down, Up, Right, Down, Left, X, X

No souls required to open Eyedoor—Up, Left, Down, Right, Left, Δ, □, X, 0, □

Free Seep—Left, Left, Right, Right, Left, Right, Left, Right, X, X

Unlock all levels and free all characters—Up, Up, Up, Up, Down, Down, Down, X, X (Note: You must enter any stage, then re-enter the Museum to see the effects of this code)

Earn Assist Extender—Up, Up, Down, Down, Δ, Δ, X, X, Δ, Δ

Earn a widget—Right, Up, Down, Up, Δ, Up, Left, □, Δ, Right

Big head mode—Δ, 0, X, □, Δ, Up, Right, Down, Left, Up

Giant scythe mode—Δ, □, X, 0, Δ, Up, Left, Down, Right, Up

Psychic monster and scythe trails—Δ, Up, 0, Right, X, Down, □, Left, Δ, Up

Multicolored monster and scythe trails—Down, X, Down, X, Down, X, Down, X

Alternate weapon names—Down, Down, Up, Up, Left, Right, Left, Right, □, □

Alternate attack names—Up, Up, Down, Left, Δ, □, X, 0, □

Bullet holes become random pictures—Up, Right, Down, Left, Up, Δ, 0, X, □

Warp to The Basement—Down, X, Down, X, Down, X, Down, X, Up, Δ

Warp to The Museum—Up, X, Down, X, Down, X, Down, X, Down, X

Warp to Basic Training stage—Up, Δ, Up, X, Down, X, Down, X, Down, X

Warp to Advanced Training stage—Down, X, Down, X, Down, X, Down, X, Down, X

Warp to Seep's Hood stage—Down, Δ, Down, X, Down, X, Down, X, Down, X

Warp to The Corner Store stage—Down, X, Up, X, Down, X, Down, X, Down, X

Warp to My House stage—Down, X, Down, Δ, Down, X, Down, X, Down, X

Warp to Udder Madness stage—Down, X, Down, X, Up, X, Down, X, Down, X

Warp to How a Cow Becomes a Steak stage—Down, X, Down, X, Down, Δ, Down, X, Down, X

Warp to The Burger Tram stage—Down, X, Down, X, Down, X, Up, X, Down, X

Warp to Higher Learning stage—Down, X, Down, X, Down, X, Down, Δ, Down, X

Warp to Growth Spurt stage—Down, X, Down, X, Down, X, Down, X, Up, X

Warp to Bottom of the Bell Curve stage—Down, X, Down, X, Down, X, Down, X, Down, Δ

Warp to Big Trouble in Little Downtown stage—Up, Δ, Down, X, Down, X, Down, X, Down, X

Warp to Moving On Up stage—Down, Δ, Up, X, Down, X, Down, X, Down, X

Warp to Burn It Down stage—Down, X, Up, Δ, Down, X, Down, X, Down, X

Warp to Happy Trails Insanitarium stage—Down, X, Down, Δ, Up, X, Down, X, Down, X

Warp to Inner Madness stage—Down, X, Down, X, Up, Δ, Down, X, Down, X

Warp to Shock Treatment stage—Down, X, Down, X, Down, Δ, Up, X, Down, X

Warp to Into the Box stage—Down, X, Down, X, Down, X, Up, Δ, Down, X

Warp to Final Battle stage—Down, X, Down, X, Down, X, Down, Δ, Up, X

GRAND THEFT AUTO: LIBERTY CITY STORIES

Secret Cheat Codes

Enter the following cheat codes at any time during the game (not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must exit the game in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the

appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive. Activating cheat codes will lower your criminal rating number.

Unlock one game location, two gangs and 14 characters in Multiplayer menu—Up, Up, Up, □, □, Δ, R, L

Unlock two game locations, four gangs and 28 characters in Multiplayer menu (including everything unlocked by the above code)—Up, Up, Up, 0, 0, X, L, R

Unlock two game locations, seven gangs and 43 characters in Multiplayer menu (including everything unlocked by the above codes)—Up, Up, Up, X, X, □, R, L

Unlock all game locations, gangs and characters in Multiplayer menu (including everything unlocked by the above codes)—Up, Up, Up, Δ, Δ, Δ, 0, L, R

Full health—L, R, X, L, R, □, L, R

Full armor—L, R, 0, L, R, X, L, R

Earn \$250,000—L, R, Δ, L, R, 0, L, R

Weapons Set 1 (Brass Knuckles, Knife, Molotov Cocktail, Handgun, Shotgun, Machine Gun, AK-47, Flamethrower, Sniper Rifle)—Up, □, □, Down, Left, □, Right

Weapons Set 2 (Brass Knuckles, Katana, Remote-Controlled Grenades, Revolver, Sawed-Off Shotgun, MAC-10, M-16, RPG, Semi-Automatic Sniper Rifle)—Up, 0, 0, Down, Left, 0, 0, Right

Weapons Set 3 (Brass Knuckles, Chainsaw, Grenades, Revolver, Automatic Shotgun, Submachine Gun, M-16, Gatling Gun, Semi-Automatic Sniper Rifle)—Up, X, X, Down, Left, X, X, Right
"Wanted" level +2—L, R, □, L, R, Δ, L, R
Lock "Wanted" level at 0—L, L, Δ, R, R, X, □, 0
Commit suicide—L, Down, Left, R, X, 0, Up, Δ
Fast game clock—L, L, Left, L, L, Right, 0, X
Increase game speed—R, L, R, L, R, L, Down, X (enter this code repeatedly to increase its effect)
Decrease game speed—R, Δ, X, R, □, 0, Left, Right (enter this code repeatedly to increase its effect)

Big heads—Down, Down, Down, 0, 0, X, L, R
Change into random pedestrian—L, L, Left, L, L, Right, □, Δ (enter this code repeatedly to change into different characters. Note: The code will not work until you have completed the game's first mission, and it frequently causes the controls to lock up)

Pedestrians carry weapons—R, R, L, R, R, L, Right, 0

Pedestrians riot—L, L, R, L, L, R, Left, □

Pedestrians attack you—L, L, R, L, L, R, Up, Δ

Certain pedestrians follow you around—Down, Down, Down, Δ, Δ, 0, L, R

Display pursuit data—L, Up, Right, R, Δ, □, Down, X (with this code in place, being pursued by the police will cause your current and maximum "chase" level to be displayed beneath your "wanted" level along with updates about any news coverage you receive)

All vehicles explode—L, L, Left, L, L, Right, X, □

Improved vehicle handling—L, Up, Left, R, Δ, 0, Down, X (with this code in place, you can also press Down on the D-pad to make your vehicle jump)

More aggressive traffic—□, □, R, X, X, L, 0, 0
All traffic lights remain green—Δ, Δ, R, □, □, X, X

Shiny, metallic vehicles—Δ, R, L, Down, Down, R, R, Δ

All randomly-colored vehicles are white—X, X, R, 0, 0, L, Δ, Δ

All randomly-colored vehicles are black—0, 0, R, Δ, Δ, L, □, □

Small bike tires—0, Right, X, Up, Right, X, L, □ (enter the code a second time for large bike tires)

Cars can drive over water—0, X, Down, 0, X, Up, L, L

Rhino (tank) appears—L, L, Left, L, L, Right, Δ, 0

Trashmaster appears—Δ, 0, Down, Δ, 0, Up, L, L

Clear weather—Up, Down, 0, Up, Down, □, L, R

Partly cloudy weather—L, L, 0, R, R, □, X, X

Cloudy weather—Up, Down, X, Up, Down, Δ, L, R

Rainy weather—Up, Down, □, Up, Down, 0, L, R

Foggy weather—Up, Down, Δ, Up, Down, X, L, R

Display credits—L, R, L, R, Up, Down, L, R

Left-handed controls (see below)—Down, Down, Down, X, X, □, R, L

Left-handed controls (same as above; see below)—X, X, X, Down, Down, Right, L, R

The latter two codes will rotate the screen display completely upside-down and partially remap the controls to allow you to play left-handed; i.e. with the analog stick on the right and the action buttons on the left. With the screen inverted, the Up/Down controls are reversed and the Δ/X controls are reversed; all other buttons retain the same functions. To return to normal, enter either of the following codes:

Return to normal display—Up, Up, Up, Δ, Δ, □, R, L

Return to normal display (same as above)—Δ, Δ, Δ, Up, Up, Right, L, R

GRETZKY NHL

Cheat Codes

Choose "Gretzky Challenge" from the main menu, then select "Unlockables." When the Unlockables menu appears, press the START button to access the code entry screen and enter the code "SHOENLOC" to unlock all unlockable items.

GRETZKY NHL 06

Cheat Passwds

Choose "Features" from the main menu, then select "Gretzky Challenge" and "Unlockables." Press the START button at the "Unlockables" screen to bring up the password entry screen and enter any of the following case-sensitive passwords for the desired effect.

DIKEWC AAAAHDAAH—Unlock 1928 vintage Boston Bruins uniform

LANIKT DPDOU—Unlock 1970 vintage Buffalo Sabres away uniform

FCNREN ROF DNINCAA—Unlock 1980 vintage Quebec Nordiques uniform

NEOACP—Unlock 1939 vintage Chicago Blackhawks uniform

LMEAF NO—Unlock 1977 vintage Calgary Flames away uniform

PEEB EPBE—Unlock 1927 Detroit Red Wings uniform

NIWT SATSR—Unlock 1970 vintage Minnesota North Stars uniform

LLA ILAH NYAEW—Unlock 1983 vintage Edmonton Oilers away uniform

OEVLly YDLO—Unlock 1967 vintage Los Angeles Kings away uniform

EHT SABH—Unlock 1910 vintage Montreal Canadiens uniform

OYU LTEILT IELD—Unlock 1975 vintage Kansas City Scouts uniform

VDELI DAEM EM OD TI—Unlock 1977 vintage Colorado Rockies uniform

WRYAOD ADME EM OD TI—Unlock 1978 vintage New York Islanders away uniform

WEN KYOR ENW RYOK—Unlock 1976 vintage New York Rangers away uniform

REPUP WETS SIED—Unlock 1999 vintage New York Rangers home uniform

SOOH—Unlock 1999 vintage New York Rangers away uniform

HET ENOATSRAN—Unlock 1929 vintage Ottawa Senators uniform

MLIEDD FO CNAADA—Unlock 1990 vintage Winnipeg Jets home uniform

TASKSECEEH—Unlock 1967 vintage Philadelphia Flyers away uniform

OIPPNP ATK—Unlock 1967 vintage Pittsburgh Penguins away uniform

SELT TWON—Unlock 1988 vintage Pittsburgh Penguins away uniform

MIARD SARG—Unlock 1979 vintage St. Louis Blues home uniform

IM OS UBEL—Unlock 1995 vintage St. Louis Blues home uniform

VEINAGT ULESB—Unlock 1995 vintage St. Louis Blues away uniform

HASKR BATI—Unlock 1993 vintage San Jose Sharks away uniform

HNOTR FO EHT REOBRD—Unlock 1930 vintage Toronto Maple Leafs home uniform

TGAER TWEHI HNOTR—Unlock 1977 vintage Vancouver Canucks home uniform
CENORASSLONGI DWMISIO—Unlock 1977 vintage Washington Capitals home uniform
KROP RLRBAE—Unlock 1977 vintage Washington Capitals away uniform
OBOR SKHECC—Unlock RoboEnforcer Model-44 TADHRE TEH ENELE—Unlock perfect aim mode
SAPL TATH CUKP—Unlock perfect slap shots
EFDTAFAECIN—Unlock no skater fatigue
LAL ABRAOD—Unlock big boards checking
ARGLE NI RAGECH—Unlock bigger players
IGHTMY UOSEM—Unlock smaller players
VINIOS FO LYRGO—Unlock Stanley Cup Championship video
NNIADOUAMFM—Unlock all alternate uniforms
LEONG ARE—Unlock all vintage uniforms
TEH ESATGRTE NOES—Unlock all Wayne Gretzkys
CONHEOSL—Unlock all unlockables

HOT SHOTS GOLF: OPEN TEE

Cheat Code

Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "STNEPO" to unlock all characters, courses, caddies and items. This code also maxes out your HSG Rank, Challenge mode rank and character loyalty levels.

MEDIEVIL: RESURRECTION

Cheat Menu

At any time during gameplay, press **START** to pause the game, then hold **R** and press **Down**, **Up**, **□**, **△**, **○**, **Down**, **Up**, **□**, **△** while the game is paused. A cheat menu will appear with options to toggle invincibility on or off and to unlock all weapons. Repeat the code to disable the menu.

MEGA MAN: MAVERICK HUNTER X

After Stage Conditions

- After defeating Chill Penguin, the lava in Flame Mammoth's stage will freeze, making the stage less dangerous.
- Beating Storm Eagle's stage will shut off the electric traps in the beginning of Spark Mandrill's stage, but will also cause the lights throughout the rest of the stage to flicker on and off.

- Defeating Launch Octopus fills the crevice in Sting Chameleon's stage, allowing you to reach the extra life power-up.

Zero's Buster

If you haven't received the Arm Parts from Dr. Light by the time you fight Vile in Sigma Palace 3, Zero will give you his Arm Parts, which fire a different Charge Shot that causes more damage.

Secret Capsule

To use Ryu and Ken's *Street Fighter* Hadoken fireball as Mega Man X, beat all eight bosses and collect all the Life-Ups, Sub Tanks and Armor Parts. Make sure all of your Sub Tanks are full, then play through Armored Armadillo's stage without taking any damage. This is easier than it sounds if you make good use of the Rolling Shield and Storm Tornado. At the end of the stage, jump off the final mine cart so that you stick to the wall above the boss' door, and climb until you reach Dr. Light's Capsule. The Hadoken will kill any boss in one hit (except the final boss) and can be executed in the same way as in the *Street Fighter* series: Quickly rotate the D-pad or analog stick in a quarter-circle movement from **Down** to **Forward**, followed immediately (if not simultaneously) by the **Attack** button.

Easy 1-Ups

By jumping up near the middle of Armored Armadillo's stage, you'll find a special bat hovering just above the screen. Unlike all the other bats in the game, it resembles the bats from *Mega Man 7* and *8*. It drops a 1-Up almost every time you kill it, and re-spawns when you leave the screen. Kill it repeatedly to get up to nine lives at a time.

METAL GEAR ACID

Cheat Passwords

Choose "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

v i p e r—Unlock card #173 Viper
m i k a—Unlock card #178 Mika Slayton
k a r e n—Unlock card #182 Karen Hojo
j e h u t y—Unlock card #184 Jehuty
x m e i g h t—Unlock card #199 XM8

METAL GEAR ACID 2

Cheat Passwords

Choose "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

S I G N T—Unlock Mr. Sigint card
M C C Y—Unlock Roger McCoy card

V I P E R—Unlock Viper card
M I K A—Unlock Mika Slayton card
K A R E N—Unlock Karen Hojo card
J E H U T Y—Unlock Jehuty card
X M E I G H T—Unlock XM8 card

MIDNIGHT CLUB 3: DUB EDITION

Cheat Passwords

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords. Entering the password a second time will disable the cheat.
u r b a n s p r a w l—Unlock all cities in Arcade Mode, additional Ordered Races, Circuit Races, additional Autocross and additional Track races
c r o s s c o u n t r y—Same as above
r o a d t r i p—Same as above
o n t h e r o a d—Vehicle takes no damage
h y p e r a g r o—Increase car weight in Arcade Mode
k u b m i r—Add \$1 to your total in Career Mode
r i m b u k—Subtract \$1 from your total in Career Mode
t r y t h i s a t h o m e—Player has flaming head
g e t h e a d j—Player's head is a blue globe
g e t h e a d k—Player's head is a pumpkin
g e t h e a d l—Player has rabbit ears
g e t h e a d m—Player has snowman's head
g e t h e a d n—Player's head is a white blob
h a v e y o u s e n t h i s b o y—Player wears a black suit

MIDWAY ARCADE TREASURES

EXTENDED PLAY

Change Screen Resolution

While playing a game, press the **START** button to pause, then hold **L**, **○** or **Down** on the D-pad and press the **□** button repeatedly to toggle between several different screen resolution settings, one of which should be a "pixel-perfect" reproduction of the original arcade game's screen proportions. Note that this code has no effect in the following games: *Arch Rivals*, *Cyberball 2072*, *Mortal Kombat*, *Mortal Kombat II*, *Mortal Kombat 3* and *Xenophobe*.

MLB

Cheat Codes

At any time during the game, press the **START** button to pause, then enter the following codes at the pause menu. You will not receive any confirmation each time you enter a code.
I n c r e a s e d p i t c h s p e e d—**Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **Up**, **Up**

F a s t e r p l a y e r s (r u n n i n g a n d f i e l d i n g)—**Left**, **Left**, **Left**, **Up**, **Right**, **Right**, **Right**, **Down**

S l o w e r p l a y e r s (r u n n i n g a n d f i e l d i n g)—**Right**, **Right**, **Right**, **Up**, **Left**, **Left**, **Left**, **Down**

B i g b a l l—**Up**, **Right**, **Down**, **Left**, **Right**, **Down**, **Left**, **Up**

B i g h e a d s—**Left**, **Right**, **Up**, **Up**, **Left**, **Right**, **Up**, **Up**

S m a l l h e a d s—**Left**, **Right**, **Down**, **Down**, **Left**, **Right**, **Down**, **Down**

A l l s t a r t e r s b e c o m e r a n d o m M L B d e v e l o p m e n t t e a m m e m b e r s—**Left**, **Down**, **Up**, **Right**, **Left**, **Down**, **Up**, **Right**

N o s o u n d e f f e c t s—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**

MVP BASEBALL

Cheat Code

Choose "My MVP" from the main menu, then select "Create/Edit Player" and create a player named "Dan Carter". As soon as you enter the last name, a message will appear to inform you that all of the rewards have been unlocked.

MX VS. ATV UNLEASHED: ON THE EDGE

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following passwords:

m i n i m o t o—Unlock the 500cc bike class
b i g b o r e—Unlock the 500cc bike class
c o u c h e s—Unlock all ATVs
b r a p—Unlock all bikes
l e a d f o o t—Unlock all machines
h u c k i t—Unlock all Freestyle tracks
n o t m o t o—Unlock all Open Class tracks
g o o u t s i d e—Unlock all National tracks
h i t t h e s k y—Unlock all Big Air tracks
g o i n s i d e—Unlock all Supercross tracks
p i t p a s s—Unlock all tracks
k a m t o o g o o d—Unlock pro physics
w a r d r o b e—Unlock all gear
b r o k e a s a j o k e—Earn 1,000,000 points for the store
t o o l a z y—Unlock everything

NEED FOR SPEED MOST WANTED 5-1-0

Cheat Codes

Start a new game and enter the following case-sensitive names as your player's name to unlock the following cheats:

l k a - c h i n g—Start with \$500,000

l b a c o n—Start with \$100,000 and unlock all Pursuit vehicles in Tuner Takedown mode

l t u n e r - w e l l—Start with \$200,000 and unlock 237 performance upgrades

l k i n g - c r o w n—Start with \$100,000, unlock all tracks in Quick Play mode and defeat all opponents except Clarence Callahan in Career mode

l g i d d y - u p—Start with \$500,000 and unlock all vehicles for purchase

l g e t - s e t—Start with \$100,000, unlock all tracks in Quick Play mode and unlock all Pursuit vehicles in Tuner Takedown mode

l m r . b l o n d e—Start with \$500,000, unlock all tracks in Quick Play mode, unlock all Pursuit vehicles in Tuner Takedown mode, unlock all vehicles for purchase and unlock 237 performance upgrades

NEOPETS: PETPET ADVENTURES

Start With Five Chocolate Doglefox Bars

At the name entry screen, enter **treat4u** as your player's name. You will hear a confirmation sound and the entered name will default back to "Player1." Enter any name you choose and begin a new game, then check your inventory for the chocolate.

NFL STREET 2: UNLEASHED

Cheat Codes

Choose "Options" from the main menu, select "Cheats & Codes" and enter any of the following codes. A confirmation message will appear each time you enter a code correctly. Note that the codes can be enabled and disabled at the Cheats & Codes screen after entry.

W A E F S C T—Unlock AFC West All-Stars

W A E F S C T—Unlock AFC East All-Stars

N A O F R C T H—Unlock AFC North All-Stars

S A O F C T H—Unlock AFC South All-Stars

E N A F S F C T—Unlock NFC West All-Stars

N N O F R C T H—Unlock NFC East All-Stars

N N A S F S C T—Unlock NFC North All-Stars

S N O F U C T H—Unlock NFC South All-Stars

S t r m k r y z—Unlock Legends Team and Gridiron

T e a m X z i b i t—Unlock Team Xzibit

R e e b o o k—Unlock Team Reebok

E A F i e l d—Unlock EA Field

N o z B o o s t—Unlimited Turbo

T r i c k 3 d O u t—All Chains Mode

Note: The remaining codes will only work in Single Player Quick Game Mode:

G r e a s e d P i g—Fumble mode

G l u e H a n d s—No Fumble mode

N o C h a i n s—No Chains mode

F i r s t F i r s t—10-yard first downs

I l x G B C r a z—2x GameBreaker

X x G B C r a z—10x GameBreaker

S h r u n k e n—Tiny players

B I G S m a s h—Gargantuan players

B I G P i g—Big ball mode

R u i n e d P i c n i c—Ants mode

B l o o m i n g G r o u p—No textures

G o t t a B D S h o e s—Max. Speed

M a g n e t H a n d s—Max. Catch

B l a s t T a c k l e—Max Tackle

C e m e n t S h o e s—Weak jumping and O-moves

S i g h s M a t t e r s—Random size

PAC-MAN WORLD 3

Unlock All Levels

At the main menu, quickly press **Left**, **Right**, **Left**, **Right**, **○**, **Up**. A message will appear to confirm the code if you've entered it quickly enough.

SMART BOMB

Cheat Code

At the title screen—while the words "PRESS START BUTTON" are flashing—press **Down**, **Right**, **Up**, **Left**, **Right**, **○**, **□**. After a few seconds, two spinning icons will appear in the corner of the screen to confirm. This code unlocks the "Challenge" and "Special" modes, all the bombs in Story mode and all the difficulty settings in Arcade mode. By accessing the bomb select screen in Story Mode, you can also unlock all the bombs in Multiplayer Timed mode and all the difficulty settings in Multiplayer Points mode.

SPIDER-MAN 2

Cheat Passwords

Select "Options" from the main menu, then choose "Specials." Now select "Cheats" and enter any of the following codes:

N E R G E T S—Invincibility

F I L L M E U P—Infinite webbing

M Y H E R O—Unlock all special moves

W A R P U L O N—Unlock all levels

P O P P Y C O R N—Unlock all movies

S H U T T—Unlock all production art

F R Z F R A M E—Unlock storyboard viewer

S P I D E Y M A N—Tiny Spider-Man

H E A V Y H E A D—Spidey has a big head and feet
B A H L O O N I E—Enemies have big heads and feet

STAR WARS: BATTLEFRONT II

Cheat Codes

At any time during gameplay in Galactic Conquest or Instant Action modes, press **START** to pause the game and enter any of the following codes. Enter the same code a second time to disable its effect.

Infinite ammo—**Up**, **Down**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, **Left**, **Right**

Invincibility—**Up**, **Up**, **Up**, **Left**, **Down**, **Down**, **Down**, **Left**, **Up**, **Up**, **Up**, **Left**, **Right**

TONY HAWK'S UNDERGROUND 2: REMIX

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. You will hear a swooshing sound each time you enter a code correctly.

t i g h t r o p e—Unlock Perfect Rail cheat at the in-game Cheats menu

b i r d m a n—Unlock THPS1 Tony Hawk in Secret Skaters

TWISTED METAL: HEAD-ON

Cheat Codes

Enter any of the following codes during gameplay (not while paused). Entering the same code again will disable the code in most cases.

Invulnerable—**Right**, **Left**, **Down**, **Up**, **L + R**

Killer weapons—**X**, **X**, **X**, **Up**, **L + R**

Infinite weapons—**△**, **△**, **Down**, **Down**, **L + R**

Mega guns—**X**, **△**, **X**, **△**, **L + R**

Exchange weapons for health—**△**, **X**, **□**, **○**, **L + R**

VIRTUA TENNIS

Cheat Codes

At the main menu, hold the **L** button and enter any of the following codes. A confirmation sound will confirm correct code entry.

Unlock all stadiums in Exhibition mode—**Up**, **Down**, **Left**, **Right**, **□**, **□**, **□**

Unlock the King & Queen in Exhibition and Tournament modes—**Up**, **Down**, **Up**, **Down**, **□**, **△**, **□**

Begin World Tour mode with \$1,000,000—**Up**, **Down**, **Left**, **Down**, **△**, **△**, **△**

Earn \$2,000 every week in World Tour mode—**Up**, **Down**, **Right**, **Down**, **△**, **□**, **△**

Being World Tour mode ranked #1—**Left**, **Right**, **Down**, **Up**, **□**, **□**, **△**

Unlock all racquets and clothing in World Tour mode—**Right**, **Left**, **Right**, **Right**, **Up**, **Up**

X-MEN LEGENDS II: RISE OF APOCALYPSE

Cheat Codes

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press **START** to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu.

Unlock all Skills—Press **Left**, **Right**, **Left**, **Right**, **Down**, **Up**, **START** at the Team Management screen

Max. Stats + 98 Skill Points—Press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **START** at the Team Management screen

Unlimited Xtreme Meter—Press **Left**, **Down**, **Right**, **Down**, **Up**, **Down**, **Up**, **START** at the Team Management screen (can also be entered during gameplay)

Earn 100,000 Tech Bits—Press **Up**, **Up**, **Down**, **Right**, **Right**, **START** at the Equipment menu

Super speed—Press **Up**, **Up**, **Up**, **Down**, **Up**, **Down**, **START** at the Pause menu (can also be entered during gameplay)

Unlock all characters—Press **Right**, **Left**, **Left**, **Right**, **Up**, **Up**, **START** at the Team Management screen

Unlock all Skins—Press **Down**, **Up**, **Left**, **Right**, **Up**, **Up**, **START** at the Team Management screen

Unlock all Comics—Press **Right**, **Left**, **Left**, **Right**, **Up**, **Right**, **START** at the Review menu

Unlock all Concepts—Press **Left**, **Right**, **Left**, **Right**, **Up**, **Up**, **START** at the Review menu

Unlock all Cinematics—Press **Left**, **Right**, **Right**, **Left**, **Down**, **Down**, **Left**, **START** at the Review menu

Unlock all Screens—Press **Right**, **Left**, **Right**, **Left**, **Up**, **Up**, **Down**, **START** at the Review menu

Unlock all Danger Room modes—Press **Right**, **Left**, **Right**, **Left**, **Up**, **Down**, **Up**, **Down**, **START** at the main menu



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Kingdom Hearts II

C7M1-BQW3-BTC7T + C191-8M74-D0R9V—[M] Must be on
R8J7-8C4Y-EQ79M + 1JY5-Y4JT-CWP4Y—Infinite munny
NZUW-HYKC-CU32K + 10U1-GB8C-K7F81 + 883R-DGEW-3V10G +
KANK-JJVZ-TWD5W + N42Z-320F-JG9TE + 2AN6-HA4J-ZWBXM +
CTZJ-G879-6F9XK + ER6F-R4UE-B4BX4 + 7HP0-HWNM-NW33V +
MKTZ-41G7-8EJMU + 8J65-23F6-9777N + W0ZM-CK9E-XCXTG +
QVUH-W3TC-VRN3J—All World Treasures found
DEZN-G5Q4-QCY4D + WPU7-V68G-F64HP—Restore full HP
(Roxas/Sora)
2XR8-ZJQK-Z9EYM + R3MK-TFCV-4BZZR—Max. HP (Roxas/Sora)
EF69-83YU-FP6ED + 1RNT-MMNE-TEV58—Restore full MP
(Roxas/Sora)
N4BK-9D2D-H8A7D + N1KZ-5MK5-UEEVH—Max. MP (Roxas/Sora)
C8ZA-0GUK-RZRQF + YBVH-XTUA-P54YZ—Max. AP (Roxas/Sora)
4NBG-HH5B-X5E8K + 8T8M-X5G1-3R9TM—Max. Strength
(Roxas/Sora)
V113-H3ZP-6K0VG + GUGG-H1N2-799FH—Max. Magic (Roxas/Sora)
Q04K-UVGQ-UTFZZ + FUC4-36DU-UFMWJ—Max. Defense
(Roxas/Sora)
XRT3-XFG3-TND1A + AG76-5HJR-RR4TY + RHR7-G9Z0-66XK5—In-
vincibility in Gummi Mission
06A0-FR1Y-D11F6 + AG76-5HJR-RR4TY + X22B-N7RB-NK7HT—
Quick Medal gain in Gummi Mission
MC27-ZCBK-XGCP8 + AG76-5HJR-RR4TY + KT7N-VXT4-NX6BY—
Medals never decrease in Gummi Mission

Onimusha: Dawn of Dreams

5J52-JYV5-R9KK1 + J902-CUD1-QJ431—[M] Must be on
J5X3-827G-1TUG3 + W2N3-6C33-J1238—Max. HP
PTB2-YRC5-WGFM + P705-BBT4-HUJ0W—Max. MP
1X3J-UHKG-9Q3QH + FNAV-5H75-FNT4D—Infinite Skill Points
70DY-3QBU-QUEUX + XRCE-D8XD-KCWTP—Infinite Soul Points
D2AY-W958-PT886 + BKZB-R6GX-UAY2E—Infinite item use
EQ5T-Y0RK-ERUXN + 1YUF-QW7A-AT4PT—Max. ALC (Edward)
58GD-XF4M-WFV6X + MXHX-039Y-XMCJY + 3D79-P4MN-N25C8 +
B88T-3R4K-TPRRF + HN86-AV6A-JPX10 + B8J8-19FX-015Q1 +
U2P1-A39P-RE26D + 9J19-8GPA-ATURJ + EVJ8-R9T3-UBGX9 +
V8AG-F4DC-2W3BZ + D6X3-89CQ-G5E7E + RDKE-7K0A-44DUE +
PP05-XW60-2JQZZ—Unlock all Special Content

GameCube

Harvest Moon: Magical Melody

GCC2-9HG5-CJNA + KWDQ-J6D7-0KZKV—[M] Must be on
V4JX-TRMN-E9A0X + 63UT-K5GF-DU3D7—Infinite money
ZK9R-B8GG-65D7F + A84J-0CYK-NT9MU—Infinite stamina
U9UX-YDZQ-BBHQR + QUT8-JE2V-XWRN2—Never sleepy
YKAT-PZM9-ZEK6P + RADP-HAAW-CND0E—Have all songs
EY81-5JZT-RBK3D + 294X-FRHW-C52X3—Have all books

Ice Age 2: The Meltdown

58PK-3CQN-11738 + 5KM7-2ZNF-3NUQ4—[M] Must be on
AQJQ-N0YX-M6C2A + GTAR-P4WA-56G1B—Infinite health
CG9Z-XC3Y-G7UWR + 6Z5M-U2QB-Z6KNQ—Infinite nuts
RGFD-ENAT-C3620 + V2CZ-CFVK-CM96N—Infinite air
C6NZ-MNKF-HQJ90 + YKMV-ZFBE-D6X19 + JGY4-KRP6-KF6Y8—
Infinite ammo (on pickup)
XQTJ-12PU-HCRYE + ZM28-1BEY-ZBJ4T + J6W8-68BN-YU6MC—
Press Y + L to freeze timers
GGNN-X3Q8-B8B96 + E2W4-58WC-6E48G + BKMB-U2G3-
RXNGV—Press Y + R to unfreeze timers

Naruto: Clash of Ninja

K7T6-D466-WPTWT + THP9-C3U2-M3693—[M] Must be on
BU95-BCNT-E18JA + VBZF-BUJ7-A4QPZ—Max. score, Player 1
MYRF-1XR7-W99NX + C1KJ-4K1F-AZA4D + B8Y0-XB02-ZRYV7 +
B8Y0-XB02-ZRYV7—Press L + R to end round



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Black

944531E4-36AE9418—[M] Must be on
24909368-14F45198 + 248299FE-0CD55139—Infinite health
24D03568-167451DC + 24D03668-16F4515C—Infinite ammo (no
reload)
24903468-16F445CC—Infinite grenades
4492936A-36F0D328 + 04D03628-3674C50C—Unlock all mis-
sions/difficulties
4492906A-36F0D338 + 04D0B629-3674C50C—Have all missions
completed

FIFA Street 2

949091F0-F7BE10B6—[M] Must be on
24909568-3670474C—Home team score is always 0
D4909568-3670474C + 2490956A-3670474E—Home team starts
with 10 points
D4909568-3670474C + 2490956C-B670474C—Home team starts
with 25 points
D4909568-3670474C + 2490956C-3E70474E—Home team starts
with 50 points
24D0B46A-3670555E—Away team score is always 0
D4D0B468-3670555C + 24D0B46A-3670555E—Away team starts
with 10 points
D4D0B468-3670555C + 24D0B46C-B670555C—Away team starts
with 25 points
D4D0B468-3670555C + 24D0B46C-3E70555E—Away team starts
with 50 points

Full Metal Alchemist 2: Curse of the Crimson Elixir

948014F2-37660226—[M] Must be on
14509032-9734951A—Infinite HP (Edward)
14509033-9734951A—Max. HP (Edward)
14509032-9734953A—Max. ATK (Edward)
14509032-9734958A—Max. DEF (Edward)
14509033-9734953A—Max. ALC (Edward)
14509033-9734958A—Bonus Points (Edward)
14C09028-1E34D5AA—Max. Lv. (Edward)
14509332-9734953A—Infinite HP (Alphonse)
14509333-9734953A—Max. HP (Alphonse)
14509332-9734958A—Max. ATK (Alphonse)
14509332-973495AA—Max. DEF (Alphonse)
14C09328-1E34D59A—Max. Lv. (Alphonse)
04409128-1E34D53A—Have Elixir (XL)
04409128-1E34F53A—Have Tear of Lebis

The Godfather: The Game

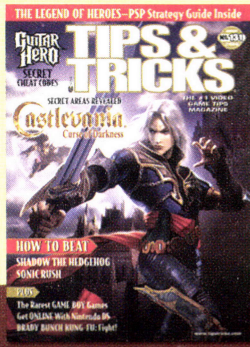
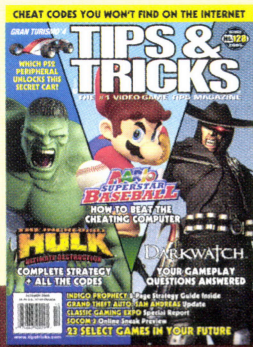
F4D0362A-B674451E—[M] Must be on
24C8B68A-C24CC108 + 24C8B68A-424CC129 +
24DAF60A-1675C118 + 24C8B68C-424CC139 +
2491B0E8-107641E0—Infinite health
24D01028-16F445BC—Infinite ammo (no reload)
24901668-1474538C—Infinite thrown ammo
24C4BF82-1B7EC100 + 24C1AFBA-1676C029 +
24D5BF20-1A7EC11A + 24D3B78A-1656C139 +
24D1926C-12B6C500—Skill points

Tom Clancy's Ghost Recon: Advanced Warfighter

949133A4-9FE60186—[M] Must be on
24893D88-14D2D754 + 24913D88-94D3977D—Infinite health
2491B4E8-32F5574D—Infinite ammo (no reload)
249030A8-3870C569 + 249230BA-B15A8451 + 2410202A-
B470C57A—Unlock all Quick Missions

WWE Smackdown! vs. RAW 2006

94C03EB4-3F6E1A8C—[M] Must be on
240FCED6-CB4B8C67—Have all WWE shop items
44119668-1270C57C + FBB01169-14B073F8—Have all Locker
Room shop items
240FCED6-CB4B8C57—Have all trophies



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Paper Mario: The Thousand-Year Door, Gradius V, Dragon Ball Z: Buu's Fury, X-Men Legends, Guilty Gear Isuka

2005

January 2005: Metal Gear Solid 3—Snake Eater
Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

February 2005: GoldenEye—Rogue Agent
Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

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Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

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Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

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God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

July 2005: Advent Rising
Kirby: Canvas Curse, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7)

August 2005: Destroy All Humans!
Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

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December 2005: Call of Duty 2—Big Red One
Shadow of the Colossus, Trauma Center: Under the Knife, Star Wars: Battlefront II, Grand Theft Auto: San Andreas (Vol.12), Halo 2 (Vol.12)

2006

January 2006: Castlevania—Curse of Darkness
Shadow the Hedgehog, Sonic Rush, The Legend of Heroes, Grand Theft Auto: San Andreas (Vol.13), Halo 2 (Vol.13)

February 2006: Gauntlet—Seven Sorrows
Tokobot, King Kong, Mario Kart DS, Grand Theft Auto: San Andreas (Vol.14), Halo 2 (Vol.14)

March 2006: 24—The Game
Teen Titans, Full Auto, Chibi-Robo!, Grand Theft Auto: San Andreas (Vol.15), Halo 2 (Vol.15)

April 2006: Resident Evil—Deadly Silence
Black, Final Fight: Streetwise, River King: A Wonderful Journey, Grand Theft Auto: San Andreas (Vol.16), Halo 2 (Vol.16)

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June	'04	x \$10.00 =	October	'05	x \$10.00 =
July	'04	x \$10.00 =	November	'05	x \$10.00 =
August	'04	x \$10.00 =	December	'05	x \$10.00 =
September	'04	x \$10.00 =	January	'06	x \$10.00 =
December	'04	x \$10.00 =	February	'06	x \$10.00 =
January	'05	x \$10.00 =	March	'06	x \$10.00 =
February	'05	x \$10.00 =	April	'06	x \$10.00 =
			May	'06	x \$10.00 =

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SUBTOTAL \$ _____

TOTAL \$ _____

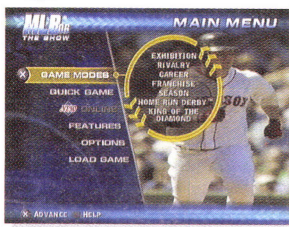


DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

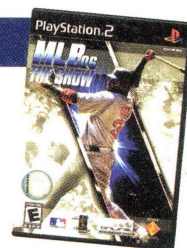
PS2 #66 MLB 06: THE SHOW



The Code: Enter the following code at the main menu:

Up, Down, Right, Left,
Down, Right, Down, Up

What We Know: This code causes the controller to vibrate just like all of the other known cheats in *MLB 06: The Show*, but we haven't been able to figure out what it does. It is exactly the same as the code that unlocked all of the uniforms in *MLB 2005*, but it does not seem to have the same purpose in this game. *Can you solve the mystery?*



NDS #67 DRAGON BOOSTER



The Code: Choose "PassWord" from the main menu, then tap the following symbols to enter the code as shown:

Dragon Flares symbol (red), back row
Inner Order symbol (dark blue), back row
Prophets symbol (orange), front row
Mechanists symbol (gray), back row
Voice of the Dragon symbol (cyan), back row
Army of the Dragon symbol (purple), front row

What We Know: This code gives you a "SUCCESS" confirmation message, just like the rest of the *Dragon Booster* passwords in our *Nintendo DS Tips* section, but we haven't been able to figure out if anything in the game has changed after we enter it. Maybe you can find the answer. *Can you solve the mystery?*



ATTENTION CHEATERS: NEW PRIZE!

To give you a little extra motivation, we're offering an optional prize to our *Mystery Codes* winners. Effective immediately, if you're the first person to solve a *Mystery Code*, you now have a choice of either our "Flex-Fit" cap with embroidered *TIPS & TRICKS* logo or our *TIPS & TRICKS* mobile gamer's backpack! The backpack also has an embroidered *TIPS & TRICKS* logo, plus a padded back for extra comfort, extra-wide adjustable shoulder straps, a front pocket and mesh outer pockets on the front and sides. Now you've got no excuse for putting it off; this special *TIPS & TRICKS* merchandise is not available in any store, and the only way to get these items for yourself is by figuring out the effects that these mysterious codes have on the games in question. And so we ask you once again: *Can you solve the mystery?*



CRACK THE CODE AND WIN

Think you've got what it takes to beat the *TIPS & TRICKS* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *TIPS & TRICKS* cap or backpack and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to the address shown here, and be sure to tell us if you prefer the cap or backpack if you should win:

TIPS & TRICKS Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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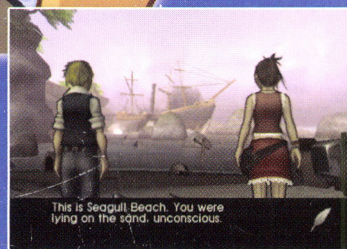


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